



Monster Girl Encyclopedia



KENKOU CROSS

Vol. I



BY
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In the past, monster encyclopedias were both rich sources of information and wards against mortal peril. Not only did these tomes describe the peculiar lives of monsters, but they also offered effective strategies for combating them. Many encounters with such creatures would have ended far bloodier, and most likely in death for the human, if not for the knowledge contained therein.

And yet, in just one night, the entire literature became utterly useless. The rise of a very different kind of monster, a succubus, changed everything. The new Overlord changed the nature and physiology of many of the creatures enumerated among monsterkind. Though much time has passed since that night, it would be folly to say that humans have developed an adequate understanding of monsters in their current form. Many people still cling to the misconception, lingering from the previous Overlord's reign, that a monster is a creature that brutally murders humans and devours their flesh.

I sensed, however, that the nightmarish creatures we once feared (and often still do) were no more. Thus attentive to this change in their so-called monstrous character, an urgent need for accurate information about this new breed of monster was awakened in me, and I undertook to travel the world to observe them and record my findings in this book.

The monsters of the past were flesh-eating fiends, humanity's greatest enemy. But now our greatest enemy has grown into something we could never have imagined. Are humans and monsters still dire foes? It is my hope that you will read this book with an open mind and—dare I say it, an open heart—and come to your own conclusion.

— A Wandering Scholar of Monsters



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MONSTERS

THOUGH THE WORD "MONSTER" MAY invoke a singular terror, it is a general term encompassing a number of races, diverse in appearance and behavior, ruled over by the Overlord.

The monsters of the past were fearsome abominations in the forms of enormous beasts, insects, and dragons that attacked and devoured humans. However, since the rise of the new Overlord, their forms have shifted to resemble those of human females; similarly, their behavior toward and relationships with humans have also changed drastically.

This book contains illustrations of actual individuals among these new, feminine monsters as witnessed by the author, accompanied by descriptions and explanations of their character. Before plunging into the details of each race, however, let us explore the basics of these new creatures.

1. Nature

The power of the succubus Overlord, who now reigns over all monsterkind, is vast and potent. With this heady new authority, all monsters have taken on the form of exceedingly beautiful or endearing humanoid females. Even so, there is great diversity in their appearance. Indeed, while some look very much like humans, others merge humanoid traits with those of other beings. For instance: some monsters have the upper body of a bewitchingly alluring woman, but the lower body of a snake, fish, or spider. Thus far in my extensive observations, all monsters are female; I have yet to spy any male monsters.

Monsters rely on instinct far more than humans do. As such, they are extremely lustful, and their thoughts and actions are true to their desires and appetites; there is no barrier between what they want and what they will have.

Their physical and magical abilities tend to be superior to those of humans. Many have arcane abilities humans lack. Intelligence varies greatly among the races, but all monsters have at least enough wit to use language and converse with humans. Monsters also exceed humans in life span. Some races may live only slightly longer than humans, while others live for thousands of years. That said, regardless of her years, a monster remains young and attractive in form, never showing signs of age.

2. Diet

Before the current Overlord, monsters had a taste for human flesh. However, the monsters of the present era instinctively abhor it and would never consider consuming it. Generally, these newer monsters follow one of two dietary patterns. The first diet is simple fare such as fruits and vegetables, and the meat of animals. Adherents of the second, more common diet (due to the influence of the reigning succubus) feed upon the life force contained in humans vessels, especially men. This force is known as essence.

Monsters that feed on essence gather it through the semen and saliva their prey discharge during sexual intercourse. The monsters' bodies convert essence into nutrients and mana. Though monsters have a great hunger and need, this is not fatal to the men they hold captive. Finally, while this type of monster primarily feeds on essence, they are capable of drawing sustenance from ordinary food, although it is far less nourishing than essence. Conversely, even monsters that feed mostly on ordinary food are capable of absorbing essence as mana. To all monsters, the essence of human men is a fascinating and supreme delicacy, as sweet as figs and honey.

3. Reproduction

As previously mentioned, monsters are just as female as they appear to be. For this reason, they require human men in order to reproduce, as there are no males of their own species.

Monsters are possessed of a powerful instinctive urge to conceive and bear the children of men who take their fancy. To them, this is one of their greatest, most incomparable joys. The act of mating with a man is a joy beyond all others; it is their most powerful and deep-rooted instinct. All observed children born to a human father and monster mother invariably turn out to be female monsters. In no known case has a child been a human or male.

4. Attacks on Humans

As has been explained in the passages above, human men are essential to monsters, both as sources of sustenance and partners for reproduction. With such necessities in mind, it should come as no surprise that monsters are instinctually driven to attack, subdue, and copulate with men. They know the art of sex innately and grant men pleasure with great skill and ease. A man who mates once with a monster is likely to find himself helpless to her power, his essence wrung out as she makes him her slave; indeed, if a monster fancies a man, she will not release him even after she has temporarily satiated her need. Instead, she will keep him by her side and exploit his essence forevermore. Enslaved men have no power to escape their monstrous mistress. If a man is attacked by a monster, there is no hope for his return.

Monsters lure men in with an array of compelling forces, from the allure of their beauty and magic to physical strength and special abilities. Some attack directly; others seduce. Some use magic or pheromones to goad men into attacking *them*. Certain kinds of monsters

serve men before inviting them to mate. There are countless ways monsters catch and mate with a man, and whether they be breathtaking or terrifying, all are irresistible.

5. Values

The acquisition and carnal knowledge of men is the foremost motive and value of monsters, and thus naturally tends to dominate their thoughts, actions, and conversations amongst themselves. Monsters regard human men with unconditional favor. As men are necessary to them for both sustenance and reproduction, the idea of killing a human is anathema to them. However violent and sadistic a monster may be, it is hardly conceivable that one would voluntarily kill a human for any reason other than self-defense or protection of her husband.

Monsters are less restrained when it comes to lust. They consider it a virtue to be wanton; all good monsters yearn for men and have no qualms against taking a man they fancy by force. Even if he abhors the idea of mating with a monster, a monster will use her sex and seduction, magic, drugs, and all manner of temptation to make him hers. As monsters themselves have powerful libidos, they encourage the human male libido, unlike human women, who generally perceive it as a burden. Monsters, rather, delight in men's carnal passions and often attack and mate with them in hopes of receiving the full force of their desire.

6. Relations with Human Men

Monsters form unions of wife and husband just as humans do. As all monsters are female, the husband must be a human male. To monsters, marriage is more than a sentiment and a contract; when they take a strong liking to a man, their interest in and lust for him increase, while their interest in other men decreases. They come to cherish his scent and the taste

of his essence and desire no other male.

It is the instinct of a monster to perceive such a man as her husband. Despite her hedonism and overpowering sex drive, once a monster has decided on a husband, she is unwaveringly loyal and prizes him above herself. As for why such behavior should be exhibited, some scholars of monsters theorize that it is to prevent conflicts over prey with other monsters or to more effectively charm a man and extract his essence in greater and more reliable quantities. However, there is also a theory that it is merely an imitation of the Overlord's own instincts, reflected in the nature of her subjects that she has so changed.

Perhaps for similar reasons, it is rare for monsters to attack a man who has been doused in the mana and scent of another monster. However, it is worth noting that there have been cases recorded in which a man loved by several monsters may be subjected to repeated bouts of sex, each round with another monster, or fervent orgies. Men in these situations are often the focus of the strong affections of multiple monsters or have been taken by a race which practices polygamy by default.

The nature of monsters in terms of human morality is an oft contested subject among scholars. Doubtless, there are some monsters that treat men as prey or as slaves, yet monsters are not humans and live by a different code. For them, "prey" and "slave" are synonymous with "husband," and it is thought that, regardless of the terminology, there is great love and affection behind their treatment of men.



SUCCUBUS

FAMILY: Succubus • **TYPE:** Fiend



Habitat: The monster realm

Nature: Lustful

Diet: The essence of human men

THE SUCCUBUS IS A HIGHER-ORDER fiend in possession of potent abilities. Succubi tend to be found in the monster realm, though the monster realm is not the only place they are found. They are known to take human form and infiltrate human settlements. In the previous Overlord's reign, succubi were monsters of intermediate status, but their position has risen considerably since the ascendance of the new Overlord. Under her influence, all monsters now look like women and can feed on the essence of humans, but even before the current Overlord, succubi took the appearance of women and lived by feeding on the essence of human men. There is a considerable degree of variation in their appearance to accommodate the range of passions among men, from voluptuous succubi to those more diminutive in form. However, they all share a lascivious beauty that excites the desire of men. As in appearance, there is great individual variation in personality, but all possess a faithful dedication to lust and desire.

Succubi are imbued with powerful magic and use it almost exclusively to seduce men. When a succubus is drawn to a particular man, she applies a range of methods, such as her seductive magic or inviting figure, to draw him to engage her in sexual intercourse and gather his essence. Only the most strong-willed of men have any hope of escaping the wiles of succubi. If a succubus has acquired a man's essence and finds him to her taste, she will carry him off to the home of the succubi in the monster realm.

Men, however, are not the only humans subjected to the hunger of succubi. Succubi also seek out human women, inject her with mana during sex and turn her into a succubus like themselves. A human woman who has recently turned into a succubus is known as a lesser succubus (p. 12).

But it is not only women who are turned into monsters. Succubi also inject mana into their male partners while mating. When a

man is exposed to mana, his libido swells, and he produces large quantities of essence for the succubus. After a brief yet intense transformation, his humanity is overpowered, and he becomes a being called an incubus (p. 15) and lives on the mana acquired through copulation with the succubus. Once this occurs, the man is presumably doomed to spend eternity in sexual congress with the succubus.

The rise of the new Overlord has resulted in a change in values. Monsters previously vile and combative have uniformly become wanton and lustful sex fiends, while beastmen when in heat now seek the pleasures of men. Now that copulation with human men is monsterkind's highest priority, their arts to seduce and pleasure men have often come to take on greater significance than their raw fighting strength.

This shift in monstrous character has drawn the succubus greater attention, and as mentioned earlier, a wide range of monsters have followed the example of the succubus and now take deepest joy in the act of mating with human men.

All of these changes are ultimately owed to the fundamental nature of the succubus, and it can well be said that the succubus is the modern era's foremost representative of monsterkind.



LESSER SUCCUBUS

FAMILY: Succubus • **TYPE:** Fiend



Habitat: Unknown

Nature: Lustful

Diet: The essence of human men

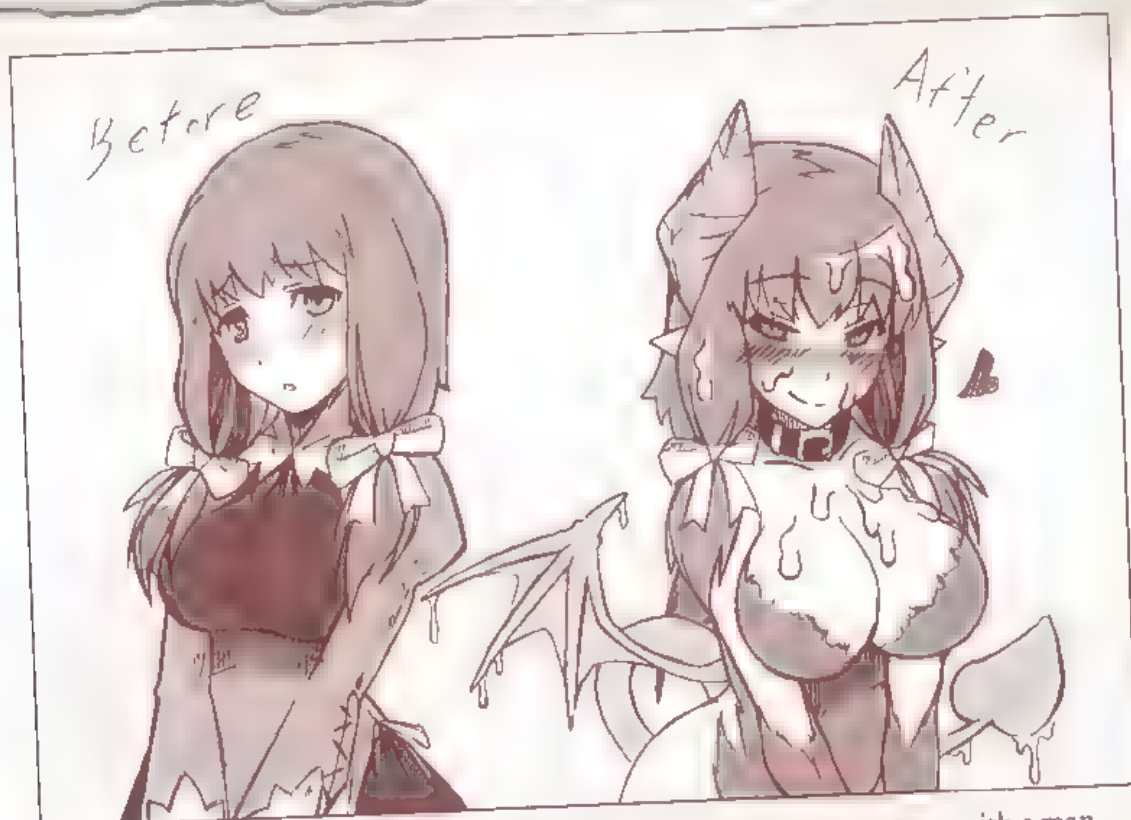
WHEN A SUCCUBUS INJECTS A HUMAN woman with mana (p. 17), she is thrust onto the path of her transformation into a succubus. Her first experiences are marked by surging receptivity to carnal passion and pleasure; she will often be parched for the moisture of essence. Though a woman who has only just become a monster may still have vestiges of her human values, her monstrous body will flush with longing for a man, her hunger demolishing her frail human psyche. Thus uninhibited, she will seek out a man and attack him. At that first taste of magical pleasure, her first feast of masculine essence, her human values crumble, and she becomes a monster, body and soul, drowned in the pursuit of the pleasure offered by the male form.

Lesser succubi appear differently than their more mature sisters. Their horns are shorter, having just sprouted, and their bodies are lighter in pigmentation. They often have translucent wings and tails, and fur on some areas of the body. Lesser succubi use mana to

transform their bodies to become more enticing and seductive to men; the fur serves to protect their bodies during the process.

As the lesser succubus continues to collect human essence, her small horns, wings, and tail grow large, and her heart becomes more and more lustful, until she has become a full succubus. Even after she has fully matured, she retains her basic personality and memories from when she was a human, but her values change completely into those of a succubus, and she will not hesitate to milk men for both pleasure and essence.

There is no known way to restore a woman who has been turned into a succubus to humanity. If your lover is turned into a succubus, do not attempt to save her. Instead, flee immediately, unless you wish to be carried off into the monster realm to spend eternity with those sensual and lascivious fiends.



The woman on the left was once incapable of even making eye contact with a man and would instead look shyly away, yet following her transformation into a lesser succubus, as shown on the right, her gaze is provocative and wet with lust.

MONSTERIZATION

MONSTERIZATION IS THE PROCESS by which humans and other races are transformed into those wanton creatures, after being infused with a monster's mana. In general, only females can be monsterized. The succubus (see p. 10) is the most well-known agent of monsterization.

1. Process

Monsterization begins when a monster's mana enters a human woman's body. There are several methods by which a human may be transformed into a monster, but the most well-known is infusion with mana during sexual intercourse with a monster.

During copulation, the monster drains the human woman of her essence, injecting mana in its place. As the woman is filled with mana, her body heats and her thoughts cloud; she becomes defenseless against the pleasure and seduction of the monster and accepts more and more mana, which both pleases her and reshapes her body into that of a monster. The bliss of congress with a monster and the delight of having her body transformed inside and out steadily melt away her reason. Pleasure takes her mind, and in the end she becomes a monster fully, in body and soul.

There are other ways the transformation into a monster can be initiated: the injection of mana through a bite wound; the expulsion of the subject's essence; the incubation of monster eggs within one's body; or extended inhabitation of the monster realm, where monster mana drifts through the air (see p. 230). There are also drugs of processed succubus mana that can be taken, or the inhalation (intentional or accidental) of parasitic spores can induce monsterization.

2. Physical Effects

Even after a woman becomes a monster, she will retain the basic features of her appearance and recognizable vestiges of her original figure. However, her face reforms to become monstrously appealing to men, and her body transfigures itself to provoke irresistible passion. It will also exhibit the unique features and appendages of monsterkind—in the case of a succubus, horns, wings, and a tail.

Upon becoming a monster, a woman is overwhelmed with surging carnal desire. Her body itches for a man and becomes exceptionally sensitive so that she can devour pleasure all the more greedily, far more than she ever could as a human. The special talents and various skills a monster has to arouse men come instinctively with her new, monstrous anatomy, so the woman is able to use them immediately upon becoming a monster and seldom waits to find and obtain a man.

3. Mental Effects

Like the body, the mind also retains powerful vestiges of the original human in personality and memories. However, her personality will nonetheless be transformed by the process of monsterization. Even a man-hating knight or a timid man-fearing country girl will become so lustful that her previous self becomes unrecognizable. Invoking carnal affairs with men will come to her with ease. All restraint and shame she might have had as a human, all loathing of monsters, and all aversion to sexuality will vanish as she begins to feed upon the essence and bliss of men. Her head will overflow with thoughts of the delight a human man can bring her; she will speak secret, soft and ecstatic words; her actions will become sultry, kindling unimaginable desire.

Once her values and thoughts have thus been realigned entirely with the instincts of monsters, she will be freed of the restraints and shackles that bound her as a human. She will then begin to copulate with any man she hungers for, caught in the thrill of monstrous nirvana, and devouring pleasure at will. In this way, women who become monsters immediately find their bodies and minds ruled by their new instincts and thus attack human men according to their gut intuition. If a monster who was once a woman had the memory of a man she once loved dearly, she will perceive him as her husband and will fall upon him immediately with desperate passion.

4. Rationale

As noted before in this text, though it is generally the instinct of monsters to seek human men, there are times when they attack human women to turn them into monsters. There are a number of reasons they may do this. For instance, they may wish to increase their allies or neutralize an enemy who means to slay them. But the foremost reason is that monsters often desire to make women into monsters like themselves simply out of sympathy or curiosity.

These monsters select women who either do not know or reject pleasure, or women who struggle to convey their affections; and attack them in order to teach them the joy that can be plundered from the pleasures of men's bodies. These monsters take great delight in seeing the women they have transformed into monsters subsequently attack men, driven by the instinct to drown themselves in pleasure or subduing and riding the man for whom they had once pined. This motive is especially prevalent among monsters who were once themselves human and thus know well the rapture of monsterization and the satisfaction that follows.

Incubi

Incubi are men who have been ravished and altered by a monster's mana. Though incubi are often treated as monsters, technically speaking, monsters are strictly female, while incubi are merely humans that have acquired their characteristics. That said, because the quantity and quality of essence in their bodies surges during and after transformation, incubi become beings very well suited for monsters. Thusly, it is not unreasonable that people call them male monsters.

Transformation

It is generally through repeated sexual contact with monsters and absorption of their mana that men become incubi. However, when a man copulates with a monster of the succubus family, it does not require a large number of unions before he becomes an incubus. A longer period is required in the case of other monsters. It should also be noted that the bodies of incubi contain monster mana of the same nature as that of the monster which made them incubi. A human woman who has sexual congress with an incubi will in turn become a monster herself.

Incubi look almost identical to humans, but develop inhuman lust and vigor for sexual activity, like that of monsters. As their thoughts and values increasingly center on copulation with monsters, their bodies become more suitable for the act. Concerning the matter of sustenance, in addition to traditional human food, incubi are able to live on the mana of monsters. This makes their life span roughly equivalent to those of the monsters that supply the mana.

Recently, a "secret succubus medicine" is circulating among monsters which contains the mana of the succubus. Many monsters have been administering this drug orally to their husbands to quickly turn them into incubi for prompt enjoyment.

ESSENCE & MANA

ESSENCE IS THE LIFE FORCE FOUND IN individuals of various non-monster races, including humans, especially human men. The mana used by humans and elves for the art of magic is the same as essence, but only monsters call it essence; all others refer to it as mana. Human essence (mana) is very similar to that of monsters; one might say that essence is the positive side, while monster mana is the negative side. Viewed in tandem, the two form a balanced whole.

1. A Feast for Monsters

Essence is contained in large quantities in men's semen and saliva. Monsters ingest these both orally and by milking semen using their genitals. For monsters, essence is the greatest delicacy, superior to all other foods. It eases the thoughts of monsters that ingest it and induces in them a powerful sense of ecstasy. Upon absorbing essence, monsters' bodies convert it to monster mana (described below), which they subsequently store.

The taste of essence is greatly influenced by the state of the monster at the time of intake. The stronger her desire for the prey in question, the finer his essence will taste. In particular, the taste of the essence of a man whom she has recognized as her husband seems incomparably delicious, so sweet that she cannot thereafter bear to partake of another man's essence. Many monsters become slaves to the seed of their husbands; a significant number could even be considered semen addicts.

Palliative nutritional supplements made from essence exist, but, for the above reasons, monsters tend to find their taste flat and unappealing.

Human men constantly exude trace amounts of essence into the surrounding air, which monsters use to hunt them. They are

especially sensitive to the essence of their husbands; it is said a monster can and will find her husband no matter where he may try to hide.

2. Restoration of Essence

Essence in the bodies of humans is consumed when monsters take it or when the human uses magic. When essence is lost for these reasons, a human may feel tired or fall unconscious, but the loss is never fatal. The bodies of human men have the power to generate essence; they can restore a depletion of stores by eating or sleeping. When a man becomes an incubus, the amount of essence contained in his body soars, as does his ability to produce it.

Women have more difficulty renewing their essence than men but can cover for deficiencies by absorbing the ambient essence exuded by men. However, if there is also monster mana in the air, they will absorb the monster mana to replace any missing essence of their own. This ruins any ability they may have had to restore their essence. The absorbed monster mana adapts to the woman's body and causes monsterization (see p. 14).

3. Monster Mana

Monster mana is the life force contained in the bodies of all monsters. As previously described, it is intimately related to essence, each like a single side of one coin. As monsters use this mana for magic, both essence and monster mana are commonly called mana and seldom distinguished from one another.

"Monster mana" is a general term for the mana which all monsters have, but each race has a unique kind of mana. By standard nomenclature, succubi are said to have succubus mana, werewolves to have werewolf mana—and so on and so forth.

4. The Source of Monsters' Power

Monsters take the essence of human men, convert it to monster mana in their bodies, and store the mana. As it is the source of the monsters' power, it is generally assumed that a monster's mana is linked to its power, more mana being equal to more power. In principle, different races have different amounts of mana, but it is possible for a monster of a given race to drastically increase the monster mana in her body by absorbing essence. Thus, an individual, despite her race, can increase her power through repeated mating with men. The effects are said to be realized in increased physical, paraphysical, and magical ability, as well as an extended life span—all corresponding to the amount of mana stored. (These effects also apply to an incubus who feeds on a monster's magic.)

5. The Various Roles of Monster Mana

While monsters and men both diffuse mana from their bodies, monsters release their mana even more readily than men. As such, monsters are ever-cloaked in mana, which accounts for their ravening need for essence, but also protects men from a monster's appendages (such as scales or horns) while they copulate by temporarily eliminating said features that may ordinarily cover the monster's breasts or genitals. The mana may also accelerate a man's ability to produce essence and heighten his libido. Furthermore and as mentioned earlier, its long-term intake helps transform men into incubi.

6. Succubus Mana

Monsters are forever under the influence of the Overlord. All monsters possess at least trace amounts of her succubus mana; as a result, her mana can be found in their own. Succubus mana is extremely well suited for

seduction or aphrodisiac magic, and the predominant behavioral traits of modern monsters are greatly influenced by its effects. It is a crucial element that shapes the present world of monsters.

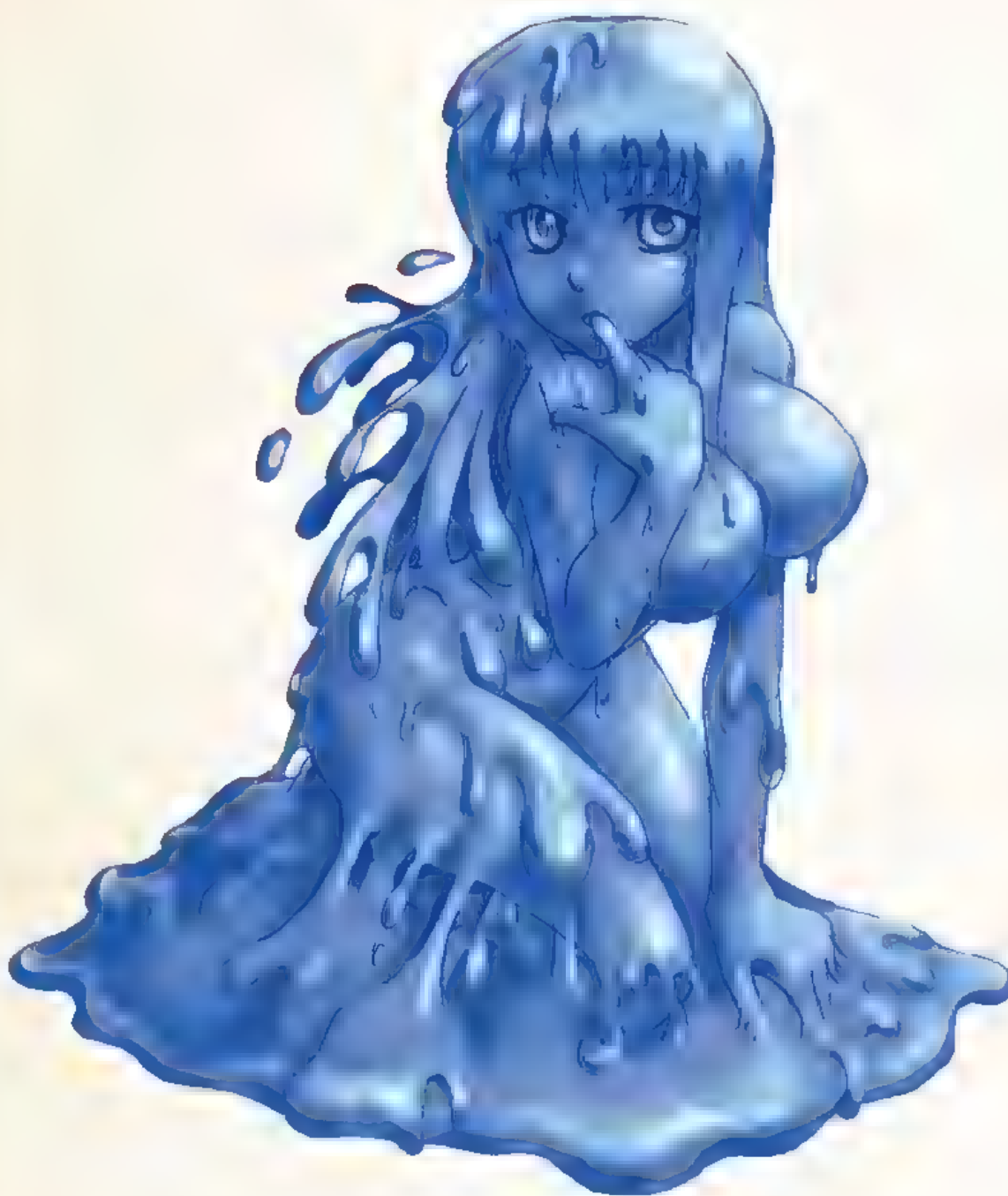
The power of succubus mana is ultimate. When it flows into a human, the human's essence deserts its vessel to make way for the monster's. Both men and women who are transformed by a succubus experience a swift removal and replacement of essence, which accelerates their transformation.

Lands perpetually filled with such mana are thus under the Overlord's power and are said to belong to the monster realm. The monsters of these lands possess this mana in large quantities, making them much more powerful and lustful than monsters in other lands.



SLIME

FAMILY: Slime • **TYPE:** Semisolid Life Form



Habitat: Various, including plains, grasslands, and caves

Nature: Simple, honest

Diet: The semen, sweat, and saliva of human men

THE SLIME IS A SEMISOLID MONSTER that dwells in large numbers on grasslands and plains, typically near towns, though they can occasionally be found in other regions—most especially because they often wander about in search of human men. They are capable of expanding and contracting their blue, semisolid bodies at will to assume a variety of shapes and are intelligent enough to speak, though their thoughts are simple.

When a slime discovers a man, she stretches out her fluid body, entangling his with hers to keep him from moving. She extracts his semen and other bodily fluids in a manner uncannily reminiscent of sexual intercourse. A slime's body is capable of milking the semen from a man under almost any condition, enveloping his body with liquid pleasure while she does.

As a slime stores the essence she gathers, surplus nourishment not needed to form her womanly body pools at her feet. When this surplus accumulates to a certain point, it splits off, forming a new slime that looks just like the

original. This clone can think only of ingesting nourishment, and immediately joins in the feast. She will remain with her sister until she is comfortable enough to set out on her own and seek her own prey.

The simple structure of slimes makes them highly adaptable, but also sensitive and thus quite susceptible to mana and their environment. Changes resulting from these factors have led to the birth of a number of variants, including the higher-order red slime (p. 20); the hypertrophic mutation known as the queen slime (p. 22); the bubble slime (p. 134), which is strongly influenced by her habitat; and the dark slime (p. 178). It is said that factors such as long-term mating with a single human man, or change of habitat, can change a slime into another monster in the slime family.



This slime has gathered enough excess mana to divide. The clone slime is just like her sister, replicating exactly her tremendous zest for mating with men.



RED SLIME

FAMILY: Slime • **TYPE:** Semisolid Life Form



Habitat: Various, including plains, grasslands, and caves

Nature: Simple

Diet: The semen, sweat, and saliva of human men

THE RED SLIME, WITH ITS CRIMSON, elastic body, is a higher-order slime. Much like the slime (p. 18), they dwell on plains and grasslands near human settlements, though in smaller numbers, mixed among common slimes in similar habitats.

The red slime is superior to the slime in physical and mental ability. In particular, their emotional capacity is quite sensitive, and some individuals are so emotively complex that they appear deeply human. While slimes have a strong tendency to act according to instinct, red slimes possess some semblance of reason and are capable of communicating their thoughts clearly.

Red slimes feed on and desire the delicacy of human semen in the same manner as slimes. They are somewhat more violent than common slimes. If they see a human man, they can be expected to attack aggressively and mate with him. Though their intelligence and emotional condition is more finely attuned, they are still slimes, mind and body a

muck of pleasure. Despite this, and despite their theoretical superiority, red slimes are still considered less dangerous than slimes because of their emotional complexity, which often leads them to allow prey to escape. This choice may be related to their refined selectivity regarding prey, pride in their greater power, or embarrassment.

Red slimes reproduce in the same way as slimes, by splitting off from surplus pools of nutrients into new individuals. Relationships between the original slime and her subsequent sister-clones are more clearly defined than among slimes, though the drive to feed upon their prey is still overwhelming. Thus, in the end, the behavior of the red slime does not differ all that greatly from that of the common slime after all.



The red slime has more developed emotive abilities than the blue slime. This is evident in the expression of heated joy upon her face; it is easy to see that she is caught in the throes of rapture.



QUEEN SLIME

FAMILY: Slime • **TYPE:** Semisolid Life Form



Habitat: Various, including plains, grasslands, and caves

Nature: Simple, honest

Diet: The semen, sweat, and saliva of human men

THE QUEEN SLIME IS A MUTATION known as the queen of the slime family. Though they look like a collection of several slimes huddled together with a "queen" at its center and several discrete "retainers" around its periphery, the queen slime is, in fact, a single monster.

A queen slime is made when the dividing mechanism of a common slime (p. 18) is defective, unable to split off its excess accumulation of nourishment. The central body and peripheral bodies differ in abilities, but are under the governance of the queen and share the same awareness, thoughts, and memories.

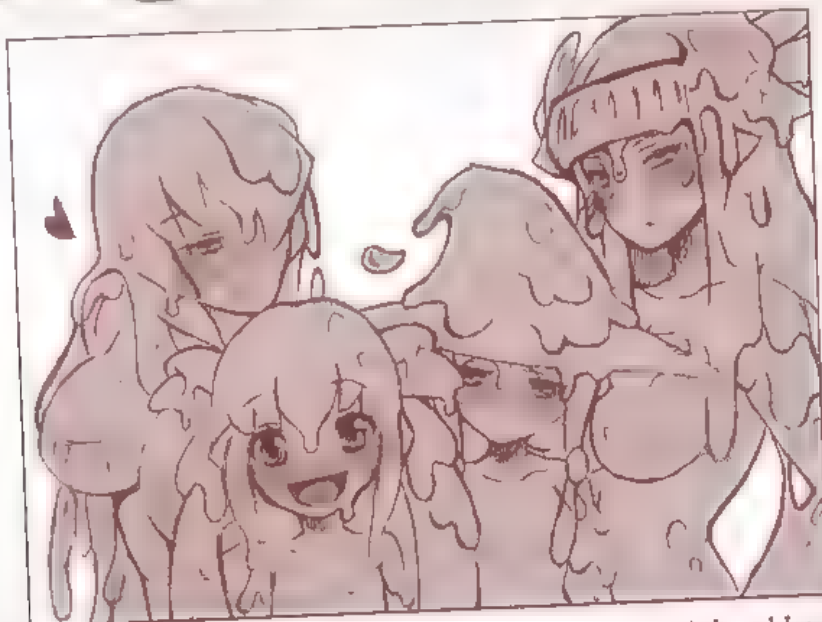
Like other slimes, queen slimes feed on the essence of human men by wrapping their prey in their highly viscous bodies for sex and feeding. However, the central body, or queen, is very slow-moving, perhaps as a result of the local hypertrophy of her body. Therefore, her retainers move aggressively to secure her prey. Due to her physical size, a queen slime is far more voracious than a common slime, and when a man is caught by her retainers, he can expect to spend eternity at the center of her harem.

A queen slime who has mated with a man for a long time develops as if she were a village of slimes, an entity known as a "slime

kingdom." Her peripheral bodies rapidly grow more intelligent as she swells in size. Groupings of these bodies take on separate roles—from knights and magicians who protect the queen and her man, to hunters who procure food for the man, to merchants who trade with other races. As the queen slime grows still more intelligent and her bodies multiply, some even take on roles with no clear function, such as pleasure slaves made singularly for the man's delight.

Regardless of how intelligent or numerous a queen slime becomes, the principle intent of her actions remains the same: to dine (mate) to her heart's content and to expand her kingdom. Even the trade of the merchants is said mostly to be a venture aimed at obtaining drugs and equipment to boost the man's potency.

Because a queen slime only mates with the man she considers her husband, one may think that a slime kingdom that has a man at its core is safe to enter. However, this is by no means the case, as other monsters have been known to take up residence in a slime kingdom, especially because it is difficult to distinguish a slime queen's peripheral body from a common slime.



As a queen slime grows, it creates more and more peripheral bodies with different roles. They all desire carnal relations with the man who is their king; all of the women of the kingdom are subservient to the king.

GOBLIN

FAMILY: Goblin • **TYPE:** Demihuman



Habitat: Various, including caves, mountains, and human settlements

Nature: Simple, mean

Diet: Omnivorous (eats anything)

THE GOBLIN IS A SMALL DEMIHUMAN that builds villages in caves and other regions. A goblin looks diminutive, but this is in fact its adult form. Though they are small in stature, goblins have the brute strength to lift gigantic weapons as if they are as light as a breath of air. They can be cunning, but they are fundamentally simple creatures with inconsistent sensibility. They use all their craftiness for mischief.

It is common for goblins to form bands, either entirely of goblins or centered around a hobgoblin (p. 26) leader, which show up on highways, attack human travelers, strip them of all their belongings, and—in the case of men—rape them. If a goblin is drawn to a man she finds on one of her raids, she may carry him off to her abode and make him her husband.

Not all goblins are so vicious. Many interact with humans quite amiably, such as goblin merchants who bring valuable ores and crafts from their villages to human settlements to sell. Still, one must remember that they are goblins. If a goblin encounters a man who suits her taste, she is likely to seduce him if given a chance.

Aside from their mischief and tendency to rape men, though, goblins are very personable and talkative, meaning that there are many such goblin merchants. When dealing with them, a man is often given the option to pay with his body in place of cash. However, this is not recommended, as it usually results in him being carried away forever.



HOBGOBLIN

FAMILY: Goblin • **TYPE:** Demihuman



Habitat: Various, including caves, mountains, and human settlements

Nature: Simple, mild, and mean

Diet: Omnivorous (eats anything)

THE HOBGOBLIN IS A MUTATION OF THE goblin with extreme swelling in one area of its body. Specifically, it is distinguished by its large bosom, a trait not found in goblins. Like goblins, hobgoblins are simple in personality, though they also tend to be dreamy, with a demeanor that is decidedly calmer than that of goblins.

Hobgoblins are the rare offspring of goblins, who delight in their birth and venerate them. When goblins form bands to attack men, they will always defer to a hobgoblin as their leader, and when they succeed in capturing a man, they cede the right of first copulation to her out of respect. However, perhaps because their engorged bosom draws so deeply from any nourishment they consume, they are simpler and less clever than common goblins. The size of their ample breasts may also be the cause of their clumsiness. When such bands chase men, it is common to see the hobgoblin left behind, tripping and falling over herself.

Despite their tendency to fumble, their brute strength is even more fantastic than a goblin's. They can casually swing around huge weapons, and when they do succeed in catching a human man, they use this strength to push him hard against the ground and wring him of his essence. It is highly unlikely that a human would have the physical strength to free himself from a hobgoblin's embrace.

In the process of copulation, the hobgoblin's large bosom weighs on the man, pressing and shifting against his body to give them both pleasure, as her breasts are incredibly sensitive. Even his breath upon her skin is enough to make her arch in bliss. Thus, when a man touches her breasts, her body is assailed by ecstasy like a humming electric current. If he seizes and kneads her breasts, she will be so overcome by the sensation that she will experience multiple climaxes from that alone. She will lose all awareness and surrender everything to the man. If at this time the man withdraws his hands, she will panic at the abrupt

absence of pleasure, much as if addicted, and will desperately rub her chest against the man, tears in her eyes as she begs him to continue.

Thus, even in coitus, the hobgoblin can be easily manipulated by a man. This is no reason to be complacent, as the other goblins will surely have been watching with arousal, and will be quite ready to attack in her stead.

By this point, the reader may have observed that the hobgoblin is in fact inferior to the common goblin in just about every regard except strength. Why then, one might ask, do goblins so revere hobgoblins? The goblins themselves provide a rather incredible syllogism to explain this:

1. Hobgoblins have large breasts.
2. Large breasts are amazing.
3. Therefore, hobgoblins are amazing.

This fearsome logic must be said to be true to the nature of these simple creatures. But when one thinks about it more carefully, it is true that, given the importance copulation with human men plays among monsters such as goblins, large breasts may be quite an effective tool in mating. Perhaps this advantage is sufficient to compensate for all of the hobgoblin's shortcomings.



WEREWOLF

FAMILY: Wolf • **TYPE:** Beastman



Habitat: Forests, mountains, etc.

Nature: Violent, loyal

Diet: Carnivorous (wild animals, etc.)

THE WEREWOLF IS A BEASTMAN WITH wolf characteristics. They live in a pack and are intelligent but violent, using their strong legs and unimaginable stamina to run about forests and mountains hunting for prey.

When a werewolf finds a man she likes, she unleashes her base desire upon him. Her style of copulation is wolf-like and bestial in its violence: true to her raging desire howling within her, she slams her hips against the man relentlessly. Considering that her stamina far exceeds that of humans, it goes without saying that one or two couplings will not be enough to satisfy her. A man caught by a werewolf can expect to release his essence into her again and again until her seemingly insatiable need has been met. It should also be noted that, as wild werewolves live in packs, if one fancies a man enough to bring him into the pack, he will inevitably have to face a large number of monsters who will rape him one after the other every night.

When werewolves enter heat, they become even more aggressive and, according to

reports, may encroach upon human settlements in search of human men. The bodies of werewolves in heat throb constantly with longing for a man's seed, and they obey that longing by mating day and night. It is thought that this itch continues unabated until the period of heat ends or the werewolf conceives.

With all this in mind, there can be no doubt that werewolves are quite savage monsters. However, there are cases in which a werewolf comes to recognize a man as above her—for example, if he defeats her, or if she falls deeply in love with him. In such cases, the werewolf becomes extremely loyal to the man she has acknowledged as her master. When mating, she becomes like a fawning dog as she begs him for his seed so that she can bear his child.

A man who overcomes a number of werewolves can become the alpha of the pack. All of the werewolves in the pack then come seeking his sex so that they can bear his children. Thus, he must be prepared to humor them all as they slink up to him to mate.

A werewolf may attack and bite a human woman. The werewolf's mana enters through the wound, and the woman herself becomes a werewolf. Formerly human women who have become werewolves tend to be gentler than monsters who have been werewolves from birth. They recognize their original family and lovers as their pack mates and masters and may continue to live with them. However, there are two issues that could be considered problematic: first, they bite any women in their families and turn them into werewolves as well. Second, like werewolves from birth, they exhibit powerful carnal desire for the men they consider their husbands, causing them to go into heat and seek his seed. Because these women were originally human, it is more difficult for them to control their animal urges; thus, their new masters may find themselves with unexpected carnal duties demanded of them by beasts with libidos several times what they had as humans.



It is often said that men are animals, but in fact, it is werewolves that are animals. Guided by their fierce craving for sex with a man, they will brutally attack and rape him.



WERECAT

FAMILY: Cat • **TYPE:** Beastman



Habitat: Forests, peripheries of human settlements

Nature: Self-centered, capricious

Diet: Omnivorous (prefers meat)

THE WERECAT IS A BEASTMAN WITH feline characteristics. They use their supple bodies and keen physical prowess to pounce on prey from the shadows. Many live in forests, though some individuals take up residence near human communities to better stalk men.

Werecats are quite capricious in personality. It is not unusual for one to act friendly one moment and then sulk the next. Still, they speak most loudly through their actions and less so in words. When their tails are erect and their eyes averted, one can surmise that, despite the lack of interest they seem to be implying, they actually want to play with the man. Her spite will quickly subside if he entertains her sexually, as a werecat can always be counted on to be eager to mate with a man she is fond of.

Under most circumstances, werecats are not particularly dangerous monsters, but they become extremely violent during their regular periods of heat. If one sees a human man

who is to her taste while in heat, she will not hesitate to approach him and draw him into her embrace. As they tend to develop affection for the human with whom they have had intercourse, they are likely to continue to seek the sex of a man they have raped even after their heat subsides. The longer contact and intercourse continues, the longer and more frequent the werecat's period of heat becomes. One should therefore beware the excessive pampering of a werecat's sexual solicitations, as that may cause her to enter a state of continuous heat which cannot be managed.

When werecats inhale the scent of a plant known as silver vine, they become intoxicated, lose their grip on reason, and for a time become even more violent than they are during heat. Though they are usually unpredictable, at times such as these, they become single-minded in their drive to cling to and mate with a man. It is not unusual to find one rubbing its flushed body up against a man in supplication for sexual pleasure.



Werecats are fickle, but they have a boundless interest in playing with men's bodies. If left to her own devices, a werecat is likely to tease and play with her favorite man night indefinitely.



WERERABBIT

FAMILY: Rabbit • **TYPE:** Beastman



Habitat: Grasslands

Nature: Cheerful, hasty, and lonely

Diet: Herbivorous (favors
grasses and vegetables)

THE WERERABBIT IS A BEASTMAN WITH rabbit characteristics, found in large numbers in grassy regions. They are more gentle than other beastmen and friendly to humans. Most individuals have a bright and curious disposition, often reflected by their tendency to run and hop about restlessly.

Though wererabbits are relatively good-natured, this does not mean that they are not dangerous. Unlike most beastmen, they have no particular period of heat, instead remaining in heat year-round. A man who submits to a wererabbit's friendly advances will win her favor, which with her impulsive character, she will express by drawing him to the ground in lusty play. A wererabbit's disposition and appearance belie her violent mating habits. Once a wererabbit has caught a man, she will mount him much like a rabbit, riding him roughly to the peak of her climax. A man may attempt to run from the excited wererabbit, but his chances of escape are low due to the wererabbit's swift, strong legs.



Wererabbits are perpetually in a state of heat, longing to lose themselves in the frenzy of sex. It is common for them to start licking their beloved carrots when there are no men at hand to satisfy them.

It has been said (though not confirmed) that some wererabbits experience such profound loneliness that it is possible for them to perish from it. When one takes a liking to a man, she wishes to be with him at all times, pressing her body to his, for intercourse is the most direct and intimate way for her to be near him. The time she spends with her man is the happiest of her life.

There is a legend that says if a human follows a wererabbit discreetly as she meanders and hops about, they will eventually find themselves in a place called Wonderland. This realm is said to be a curious plane in which monsters in similar states of constant arousal accost men for frenzied sexual activity at all times. However, no one who has ever returned from the fabled Wonderland, so it is impossible to confirm the veracity of this tale. Indeed, it is all but impossible to follow a wererabbit without being detected by the keen hearing of her large ears; it is far more likely that she will draw a man into her arms than lead him to Wonderland.



WERESHEEP

FAMILY: Sheep • **TYPE:** Beastman



Habitat: Grasslands, human settlements

Nature: Peaceful, sometimes violent and lustful

Diet: Herbivorous (favors grasses)

THE WERESHEEP IS A BEASTMAN WITH lamb-like characteristics, robed in a fluffy coat. Their behavior is as soft as their appearance, perpetually sleepy and dazed.

Weresheep are often found napping and soaking up the sunlight on grasslands with the sweetest vegetation. When a weresheep sees a human man, she smiles gently, with heart-felt joy, and approaches him slowly. Then she softly draws him close and fondly rubs her fluffy body against his.

This is the point at which a typical monster would force him to the ground, rape him, and savor the delight of his essence, but weresheep do nothing so sudden as they seem content simply to be near the man. However, this is in fact a weresheep's method of attack. The coat wreathing her body contains soporific mana which causes the man to become drowsy as she holds him and rubs him with her full, fluffy coat.

While the man's thoughts begin to cloud, she begins to remove his clothing. She peers at his exposed sex with a warm smile, guides it to between her legs, and uses her weight to sink it deeply into herself. Then she sways her hips back and forth, gently riding up and down his sex, holding him tenderly all the while. The man will be filled with sleepy pleasure, helpless in her arms and, by the time he releases his essence into the weresheep, so lulled by her that he will drift away into slumber. Meanwhile, the weresheep herself slips into sleep, curling atop his body with his member still inside her.

When the man at last awakes, he will find himself hard once more, the weresheep's loving heat readying him for a second round. The weresheep is woken by awareness of the man's growing tumescence moving within her. She smiles sleepily at the man and resumes the rise and fall of her hips. The slow bliss of drowsy sex soon brings him to orgasm once again.

The wool of weresheep is prized as a material for bedding and bedclothes, due to the soporific mana it contains. This comfortable,

full-bodied bedding provides a deep and restful sleep that refreshes with just a brief nap. Because of this, the wool commands a high price, and as it grows back after being sheared, many humans raise weresheep commercially.

The issue, however, is that without their sedating wool, weresheep lose the stupor of their gentle disposition. Upon release from its soporific magic, they are likely to demonstrate their innate monstrous lust. Passion melts soft smiles into sharp grins as they force men beneath them to satisfy their animal urges. A naked weresheep's voracious sexual appetite cannot be sated with one or two bouts of copulation. It drives her to seek stronger, greater pleasure and essence. She will rut with men like a feverish animal, a lazy leer spread across her face as her body drinks up his seed.



ALRAUNE

FAMILY: Alraune • **TYPE:** Plant



Habitat: Forests

Nature: Lustful, aggressive

Diet: The essence of human men;
the nutrients of the earth

THE ALRAUNE IS A PLANT MONSTER that dwells in the woods, assuming the shape of a beautiful woman enwreathed in massive petals. Alraunes rarely move, instead luring human men near with the scent of their honeyed musk. The source of the scent is a fluid called alraune nectar; it functions as a powerful aphrodisiac and potency enhancer.

When an alraune's prey draws near, she reaches out with her creepers to ensnare the man and bring him within her petals. She then forces the man to drink deeply of her nectar, engages him in coitus, lapping up his semen with her flower-like labia. If she takes a liking to him, she keeps him permanently within the flower, as though he were a part of her, in constant copulation. Because the flower is filled with her nectar and the man is constantly immersed in it, his member remains engorged, his libido and potency never exhausted.

When the weather begins to get cold, the alraune closes her petals to take shelter until the spring. If she has a man, she gives him a

reserve of nutrients so that he can survive and continue to reproduce fruitfully with her. In the shelter of her furled petals, they will spend the chill months copulating furiously.

Alraune nectar not only serves as food for men captured by alraunes: it is also prized by other monsters—especially honey bees (p. 44), who attack the alraune frequently and feed primarily upon her nectar. The honey bee enters the alraune flower and licks and collects nectar from within her floral sex. The alraune does not resist, as the lathing of the honey bee's mouth helps to mature the alraune's nectar so that it gives off a cloying and more fragrant scent, which in turn makes it more effective in attracting human men. This perfume draws men toward its source, where the alraune and the nectar-drenched honey bee lie in wait. The two monsters assault him, and all three parties become covered in sticky nectar as they mate with sweet desperation.



This alraune has captured a man. At last she has become a complete flower, with stamen and pistil working together, slipping one against the other as they bond in unending coitus.



MANDRAGORA

FAMILY: Mandragora • **TYPE:** Plant



Habitat: Grasslands, forests

Nature: Timid

Diet: The essence of human men
and the nutrients of the earth

THE MANDRAGORA IS A PLANT MONSTER with a root in the shape of a woman. The root lies buried in the ground; only the flower on the mandragora's head is visible above the surface. The petals exude a sweet scent to draw men near so that they will pull the mandragora up.

Once a man uproots a mandragora, she lets out a cry shrill with magic. Her keen echoes through the man's head, forcing him to lose his reason so that he takes her immediately. Once he has penetrated her, the mandragora wraps her legs around his hips and extends roots from her body to bind him so that he cannot escape. Even after he regains his reason, she will not release him until seeds have been produced. If he refuses to thrust, she uses her roots to pound him into her body.

A mandragora's cry affects not only the man who pulls her up but also any humans or monsters in the area. When approaching a mandragora habitat, one must beware of monsters that may become frenzied and violent in

the wake of a mandragora's shriek. If there are other monsters near when a man pulls up a mandragora, they will investigate in search of an outlet for their licentious urges.

A mandragora uses up almost all of her mana through her cry. Subsequent screams do not further impair a man's reason. Thus, after being pulled up, she is powerless. Mandragoras being timid creatures by nature, they are unlikely to attack a man of her own initiative.

The tips of the mandragora's roots are prized as ingredients for powerful magical formulas such as potency potions and aphrodisiacs. Mandragoras are widely cultivated for such purposes, as the tips continue to grow as long as the mandragora is fed essence.

Mandragoras grow underground as seedlings; their developing bodies fed by the nutrients of the earth. The development of their bodies stops when they are pulled up. Thus, early picking will yield a mandragora who is smaller in stature, as illustrated; whereas late picking will yield a ripe and full body quite dissimilar to that pictured.



It may seem that the man is raping the mandragora, but when she wraps her roots around his body, it is her direction that moves him deeper and deeper into her.



MATANGO

FAMILY: Matango • **TYPE:** Fungus



Habitat: Forests

Nature: Mild

Diet: The nutrients of the earth
and the essence of human men

THE MATANGO IS A MUSHROOM MONSTER that lives in damp forested areas and assumes the shape of a woman. Matangos root themselves into the ground or on trees to absorb nutrients and are unable to move from their location. However, wood- or soil-based nutrients are inadequate to keep up her vigor, so she often appears dreamy.

A matango periodically distributes spores from the gills of the mushrooms which grow upon her body. When a man inhales these spores, they plant themselves in his body and mature into large mushrooms that possess his thoughts. He is then overcome with a pleasant dreaminess and finds himself unable to think of anything but the matango who distributed the spores. The mushrooms in his body then guide him to her so that they can copulate.

Thusly, the matango harvests semen from the man through sexual intercourse. When the matango has obtained sufficient nutrition, she becomes active, and copulates with greater force, releasing spores in great quantities. After

the man has copulated with her for some time, his body becomes laden with mushrooms; soon they sprout from his flesh as they do from the matango. In this way, he becomes a "mushroom man" who can think of nothing but sex with the matango.

Matangos cannot reproduce by spores alone. For a new matango to be born, the spores must be inhaled by a human woman. They then control her thoughts, heighten her passion, and cause her to attack a man to harvest semen. This encourages rapid development of the mushroom in her body, and soon she becomes a matango herself. If one woman in a village inhales the spores of a matango, it is likely that the rest of the village will be subsequently infected.

Though it is thought that matangos cannot move of their own volition, there have recently been sightings of matangos that, after feeding deeply from men, took root in his body in order to move by his power. Witnesses report that the matangos continue to copulate with him as he moves about.



This human woman is in the early stages of transforming into a matango. Her thoughts are already filled with the whisperings of matango spore, and soon she will attack a man in order to fill herself with his sex.



DRYAD

FAMILY: Dryad • **TYPE:** Plant



Habitat: Forests

Nature: Mild, gentle, and passionate

Diet: The nutrients of the earth and
the essence of human men

THE DRYAD IS A TREE-DWELLING elemental. Though strictly classified as a demi-elemental, dryads are first born as monsters. (For more on elementals, see p. 218.)

A dryad spends her entire life in one tree, dying when it dies. That said, by sucking the essence of a man, she can keep her tree alive for thousands of years. Her abundant mana will protect them from fire and malignant diseases that sometimes sicken trees.

Dryads are usually mild-tempered, though they are merciless to those who disturb their forests. They attack their enemies, restrain them with creepers that crawl from the ground, and fling them to any nearby monsters who are starved for sex.

Dryads are highly passionate in matters of love. They are said to seduce any man they fancy, trap him in their trees, and mate with him there, in a secret, house-like space carved into the heart of their wooden homes. It is there, in thorough obscurity, that the man enjoys sweet and ardent congress with the dryad and the succulent wetness between her legs.

After he has been trapped in the tree for some time, the man becomes part of it, unable to escape as the dryad continues to love him, and—like his monstrous partner—unable to die until the tree withers. This may seem tragic to humans with little knowledge, but within the tree, the man never tires of the sweet, tender, and chthonic pleasure of making love to his dearest wife. Furthermore, dryads often have local communities, where dryads and their husbands can visit other dryads in their trees. It is assumed that this unique tree society staves off feelings of isolation.

Dryads grow considerably by imbibing the essence of men and come to exude a sugary, viscous resin from their skin. It is common for arthropodal monsters to come to lap up the resin. From outside, it looks like they are only licking the tree, but in the world of the dryad and man who live within, an entirely different scene unfolds. The tree expands, embracing

the new monster, and inviting her to join the other two in fierce three-way congress.

As the tree of a dryad grows, the space enlarges, and more and more monsters visit. The man often enjoys daily orgies with the dryad and other monsters, until the dryad is sticky and sodden with the release of her favorite feast: the resin of her man.



HONEY BEE

FAMILY: Bee • **TYPE:** Arthropod



Habitat: Grasslands, forests

Nature: Mild, gentle

Diet: The nectar of flowers
and alraunes

HONEY BEES ARE AN ARTHROPODAL monster known for their giant hive colonies centered around a queen bee. Honey bees who collect nectar from flowers and alraunes are called worker bees. Additionally, when the queen has no husband, the worker bees will seek one for her from among human men.

When a worker bee spots a promising specimen, she flies to him and checks his suitability for the queen by copulating with him. If he proves himself worthy, she will bring him back to the hive as a potential husband for the queen. If the queen approves of him, he becomes her husband; if not, his ownership passes to the worker bee who delivered him.

Though worker bees have no ability to reproduce, they still are monsters and, as such, desire union with men with even greater strength. Thus, a worker bee is unlikely to release a man she has brought back to the hive. Instead, she takes him into her chamber, where he will live with her, providing her with sexual joy each evening after her work is finished.



This honey bee is grooming her genitals with honey before taking a man, to help lubricate their fornication with syrupy pleasure.

Worker bees continue to search for husbands even after one is found for the queen. In fact, they may intensify their efforts, knowing that the man they catch will not be taken by the queen.

Honey bees strongly favor the nectar gathered from alraunes (p. 36) over that of ordinary flowers. As alraune nectar has strong aphrodisiac and potency-enhancing powers, before mating with a man, she spreads it over and in his body with her mouth. Occasionally, a honey bee will groom herself by rubbing the nectar all over her body. Over time, this helps to make her figure more lustrous, more inviting and more sensitive to pleasure. It also causes her to emanate the honeys tempting aroma, which, along with the temperament and lovemaking of the honey bees themselves, makes them irresistible.

Honey bees also consume alraune nectar as food. A honey bee destined to be queen feeds not on the nectar of ordinary flowers, but exclusively on the nectar of alraunes. This helps her increase her lascivious and libidinous nature, as she exudes the alraune's aroma, to better tempt men to her side.

Honey bee hives occasionally face attacks from hornets (p. 46), their natural enemies, and grizzlies (p. 48), who seek the aged alraune honey stored within their homes. The honey bees respond by flying upon attackers en masse and carrying them into the hive where, together, they douse them in honey and bliss. In time, even the vicious hornets find their personalities changed to resemble that of the honey bees, charming and sensual and surpassingly fond of honey bees and human men. According to reports, they come to adapt to the honey bees' way of life, carrying men back to the hive with them and mating night after night.



HORNET

FAMILY: Bee • **TYPE:** Arthropod



Habitat: Forests

Nature: Violent, aggressive

Diet: Carnivorous (favors wild animals and insects)

THE HORNET IS AN ARTHROPODAL monster that is especially large, even among the bee family. Despite their size, however, hornets live in hives with queens at the heart of the colony, just like other monsters of the bee family. The hornet is unusually violent compared to other members of the bee family, and they spend their days hunting for men. When a hornet finds prey, she uses the venomous sting of her spear to paralyze him and carries him back to the hive. She will also use the stinger on her abdomen to inject him with an aphrodisiac.

Perhaps because hornets have a constant store of the aphrodisiac in their abdomens, they themselves seem to be aroused at all times, constantly restless for sex. Thus, when a hornet finds a man, she flies to him giddily and sticks him with both paralytic and aphrodisiacal venom. Then she rapes him thoroughly until she has had her fill.

Afterward, if the queen is still unmarried, she takes the ravished man back to the hive as a potential husband. If the queen is pleased with the selection, she will proceed to rape him every day; his ownership will go to the worker if the queen has no interest in him, much like the honey bees. It is a great delight for a hornet to find that the man she raped now belongs to her forever. Typically, as soon as her good fortune has been announced, she proceeds to take her newly won man to her chamber, where she unleashes the full force of her thrilling body upon him. One can only imagine the satisfaction and excitement that must electrify her at the thought of the days to come, laden and wet with the combined fluids of their mating.

If the queen has a husband, it is not necessary for the workers to carry men back, but it also means that they can do whatever they like with the ones they catch, so—much like the honey bees—their man-hunting continues unabated.

Even considering their similarities, hornets have long-standing animosity with honey bees. Often the smallest irritations cause tension and escalate until the hornet breaks into a full-blown rage. One-on-one, a honey bee does not stand a chance against a hornet. However, there have been times when a number of honey bees overwhelm a hornet, slick her in alraune nectar, and tease every inch of her flesh, rendering her helpless with pleasure. Then they may take her to their hive, continue their tantric honey orgy, and ensure that the hornet understands the sweet pleasure of the honey bees. This causes the hornet to assume a tranquil attitude and favor sweet relations with men as the honey bees do.

Then, while the mellowed hornet drinks alraune nectar and grooms herself along with the honey bees, her unused aphrodisiac venom merges with her body and makes it even more sensual and sensitive. The likely result is a hornet who seduces men with even more skill and allure than a honey bee, body and soul syncing in search of pure pleasure.



GRIZZLY

FAMILY: Bear • **TYPE:** Beastman



Habitat: Forests, mountains

Nature: Peaceful, but sometimes violent

Diet: Omnivorous (prefers wild animals and fish)

THE GRIZZLY IS A BEASTMAN WITH bear characteristics. Though grizzlies usually seem absentminded, they are very dangerous, displaying fantastic strength and surprising agility when attacking human men.

Grizzlies love the nectar of alraunes (p. 36), especially after honey bees (p. 44) have processed it into sweet honey. They frequently attack alraunes and honey bees, slopping honey over their arms and faces as they enjoy the thick syrup. This results in their arms being coated with honey and giving off its scent. Anyone who licks a grizzly's arm is likely to get a mouthful of the honey's sweet, rich flavor.

Though grizzlies are usually peaceful and idle, if they sniff or taste the honey coating their arms, they become aroused and violent. In these cases, they attack human men, using their sharp sense of smell to track them down or, alternatively, sometimes approaching human settlements. They have no trouble laying men flat with fantastic strength and surprising agility.

When a man is caught in a grizzly's arms, his nostrils are filled with the cloying scent of honey, which causes his thoughts to melt into a haze; his resistance dissolves as the grizzly mates with him, their minds and bodies as fluid as honey, which pitches them into a frenzied cycle of rutting. Once the grizzly is completely sated by the man's essence, she at last returns to her usual relaxed state.

However, if she finds the man's body pleasant, she is likely to cradle him in her great arms and carry him back to her den. As grizzlies are typically quite peaceful, the man can expect to be treated with great love and care. The grizzly may stroke him fondly, hug him tightly to her breasts, and hold him as if she were a girl with a stuffed animal when she goes to bed, rubbing her face against his as she drifts off. Still, the next time she tastes honey or licks her honey-infused arms, she will once more become a raging beast and rape him violently.

It is popularly believed that the best way to escape a grizzly encounter is to play dead, but this is a misconception. In fact, when a grizzly sees a man lying on the ground, she is likely to assume that he is waiting for her to envelop his sex in the musky slickness between her thighs. Rejoicing in his willingness, she will pounce upon him with wild abandon.



HARPY

FAMILY: Harpy • **TYPE:** Avian



Habitat: Grasslands, mountains

Nature: Cheerful

Diet: Omnivorous (favors nuts
and wild animals)

THE HARPY IS A MONSTER WITH THE body of a woman and the great wings of a bird, thus attaching it to the harpy family. There are many races within the harpy family, but the eponymous harpy seems to be the most common. Their bodies are small and light enough for flight, and their large wings carry them easily through the air.

Harpies tend to be bright and cheerful in disposition, and their relationship with humans is excellent. They are known to strike up conversations with humans on mountain paths and carry baggage for them. In countries with advanced relationships with monsters, it is common for harpies to deliver goods commercially and adapt to human society and economy with ease.

However, their demeanor changes drastically when they go into heat. They become typical monsters who attack human men and wring them of semen in an effort to conceive, thinking of nothing but fornication.

When a harpy finds a man she likes, she lies

in wait for him, swoops down from the sky, clutches him in her birdlike claws, and carries him back to her nest. There, she behaves as only a monster can, riding atop him to enjoy his sex thrusting deep within her, while her eyes lock with his, fierce as a raptor's transfixed upon its prey.

One must be forewarned that a man who is on especially good terms with a harpy in normal times is the most likely to be abducted and raped by her when she is in heat. It may only be after he is abducted and sprawling on his back while she mates with him that he remembers the glances she would give him with an indecent smile, eyes wicked and keen as if viewing prey, during the more benign days of their friendship.

When her heat ends, the harpy returns to her usual bright and congenial personality. However, the relationship she has with a man she has copulated with will remain forever changed, as she is likely to behave in a manner more familiar than she did previously, seeking carnal congress with him even when she is not in heat. The simple longing for sex reflected in her gaze is often too much for her lover to bear, leaving him with nothing to do but push her down and embrace her of his own initiative.



Harpies are vicious when in heat. They swoop down from the sky to devour their dearest, most favorite prey: men.



BLACK HARPY

FAMILY: Harpy • **TYPE:** Avian

Habitat: Grasslands, mountains

Nature: Lustful

Diet: Omnivorous (favors nuts
and wild animals)



THE BLACK HARPY IS A VARIANT OF the harpy (p. 50) with jet-black wings. Within the harpy family, the black harpy is unusually intelligent and more violent than the harpy. They are known to attack humans and human settlements; steal food (as well as precious metals and jewels—of which they are quite fond); and abduct men in accordance with their tastes.

The most important difference between the black harpy and the harpy is that while harpies generally attack men only when in heat (though they are known to attack men with whom they have established a comfortable sexual relationship even at other times), the black harpy will attack and carry home a man who catches her eye even when not in heat.

The black harpy is also a vicious monster which possesses at all times a powerful lust for men. During fornication, a black harpy will drive their bodies together with brutal force. And while most members of the harpy family do not restrain a man after their heat

has cooled, black harpies consider their mating partners to be their life partners, due to their strong sense of family, and will keep him forever by her side.

One interesting difference between the harpy and the black harpy is that the black harpy's heat cycle does not induce violence—instead, it gentles her. Their usual high-handed self-confidence vanishes as they lean their flushed bodies against their husband's, begging him for sex with tear-moistened eyes. Black harpies in heat are nothing more than animals thirsty for the seed of their beloved stallions.

Black harpies value companionship and take care of each other and the husbands and children who form their families. If a black harpy is attacked, other harpies will come to her aid without a second thought. If a black harpy's husband or child is subjected to harm, she will attack with a bitter fury reminiscent of the former Overlord. Black harpies may be rough and violent compared to harpies, but they give their families the soft and gentle smile of a loving wife and mother.



Black harpies are complex creatures: they stare at their enemies with the deadliest glares while they gaze upon their husbands and children with gentle smiles as illustrated above.



COCKATRICE

FAMILY: Harpy • **TYPE:** Avian



Habitat: Mountains, caves, etc.

Nature: Timid

Diet: Omnivorous (favors grains, fruits, insects, and small animals)

THE COCKATRICE IS AN ESPECIALLY small member of the harpy family, which is already known for being generally petite in stature. Though they have wings, they are too small to carry their bodies aloft. They compensate with strong legs, which allow them to travel rapidly overland. However, their most powerful, and perhaps strangest, ability is their ability to turn flesh to stone with only a glance from their eyes.

Cockatrices are exceptionally timid. As soon as they see a monster larger than themselves or a human man, they are likely to dash away. Ironically, their bodies exude pheromones that are a powerful attraction for human men. This paradox functions to help cockatrices find similarly fleet-footed men, quick enough to catch them, so that they can produce nimble children.

The pheromones released by cockatrices are remarkably powerful. Men who smell them cast aside everything to chase their taste, desperate to stuff their desire into the cockatrices'

small bodies and defile them. In short, cockatrices run to be caught by men.

When a cockatrice is finally caught by a man and finds her hips caught forcefully by his rough hands, she feels a strong sense of anxiety and fear, yet at the same time her instincts impart a strange relief at having successfully obtained a husband. When her hymen is broken, it is believed that she feels intense satisfaction, despite the violence of the act. At this point, the anxiety and fear she felt before evaporate as she is enraptured by the feel of the man's sex penetrating as deep as her womb, and his essence being discharged throughout her cavity. She savors every thrust, tears in her eyes, a sob-like moan escaping her lips. Then, when the man regains his senses and attempts to release the cockatrice, she uses the power of her gaze to turn his gripping hands into stone, forcing him to finish ravishing her.

While unmarried cockatrices release pheromones as they run, cockatrices who have husbands do not release these pheromones. If a man who is not the cockatrice's husband approaches her, she uses her eyes to encase his body in stone so that she can run away in earnest. One would like to say that at this juncture, free of the lure of her pheromones, he is safe, but the problem is that there are often other monsters lying in wait to attack a man she has frozen in stone. Once a man has been captured by a cockatrice, it is only a matter of time before he will be taken to another monster's lair and thoroughly raped.



This cockatrice is being violated from behind by a man's iron fortitude. Despite the staccato measure of his pumping sex, the cockatrice experiences a moment of fulfillment and joy.

ORC

FAMILY: Orc • TYPE: Beastman



Habitat: Mountains

Nature: Lustful (aggressive, violent, and mean; or faint-hearted and devoted)

Diet: Omnivorous (eats anything)

THE ORC IS A BEASTMAN WITH PIG characteristics. While orcs are quite violent and known for their vicious attacks on humans, they are ungainly creatures and not particularly powerful monsters. Despite this, one must be cautious, as they are sly and strike most often in groups.

Orcs are extremely lustful, their minds never far from the thought of sex, most especially when they are on the prowl. When an orc finds a man, she gathers a band of her brethren to subdue her intended victim, and they move in to attack. If captured, the man is taken to their lair, where he becomes their slave, forced to fornicate endlessly with these sex-starved creatures, one after another. Licked, sandwiched, and mounted, he is subsumed by their ample bodies, their voluptuous form embodying their carnal desire as they pound themselves onto his sex, hips grinding wildly as they make him theirs.

On the other hand, when orcs are defeated by the men they attack, they yield to the

victors as their masters, as though *they* were their slaves. This change in behavior is immediate; instead of her usual rough manner, a defeated orc becomes meek and will fawn over her master. The orc's lust, however, does not change, and they often attempt to entice their masters to mate quite frequently.

Once an orc has a master, she becomes his and only his, body and soul. Her soft, full form now exists only for the use and pillage of one man: her master. And the more her master defiles her, like she is but a mere tool for relieving his sexual urges, the more elated she feels to have pleased him, her master who fills her with ecstasy.

Thus, orcs have a binary nature: dominant strength or obedience. This is more a matter of instinct than personality. Any orc who has not known defeat will delight in violating men ruthlessly without question, while orcs who have tasted defeat and gained a master delight in submitting to his will. An orc's loyalty to her master is true and extreme, etched in her very instinct; not only does she take great pleasure in being taunted by her master, but she would willingly throw her life away at his command.



This orc attacked a man and was defeated. From that moment, she transformed into a faithful slave, longing above all else to be invaded by his rod of flesh.

OGRE

FAMILY: Ogre • **TYPE:** Demihuman



Habitat: Mountains, caves, and wild lands

Nature: Aggressive, violent

Diet: Carnivorous (favors wild animals)

OGRES ARE VIOLENT AND DANGEROUS monsters with green skin and horns protruding from their foreheads. Ogres act as they appear: wild and combative. They wander through mountains, caves, and all manner of untamed lands in search of men. They are also a common sight on battlefields, wreaking havoc with their superior strength, and are known to carry off downed men.

Ogres think only of raping human men. When an ogre sees a man she likes, she assaults him and attempts to pull him to the ground for a bout of aggressive sex. Fornication, for her, is like a fight—it is a contest to see who will bring the other to orgasm first. Therefore, she pounds the man's sex into herself with merciless abandon in an attempt to rush his climax. If he retaliates and gives her pleasure in return, her lust for battle ignites, and she increases the intensity of their coarse mating. The clash continues until either the man or the monster is too exhausted to move.

Do not believe that utter submission will earn favor in the eyes of an ogre. Ogres view men who do not resist as weaklings and will rape any such man with utter impunity. Worse, if the ogre takes a liking to the man, she will never release him. She will keep the defeated man to rape whenever it pleases her, crushing his dignity under a torrent of erotic heat.

If a man captured by an ogre wishes to escape, he must meet her in sexual combat. The only way out is to ravish her to exhaustion so that she is unable to move; once this is accomplished, he must flee immediately. If he hesitates, he will soon discover how quickly the ogre's power can flare as she flattens him once more and challenges him to a rematch.

If the ogre is defeated, it is expected that the experience will render her a prisoner to the pleasure of the man, and she will burn with unprecedented love and lust. Copulation with her will thereafter transcend the intensity of any sex the man has ever had before.



Copulation with men makes ogres' blood boil and flesh tingle. They release their erotic rage by battering themselves upon their lover's iron-hard member.



ARACHNE

FAMILY: Arachne • **TYPE:** Arthropod

Habitat: Caves, forests

Nature: Aggressive, violent,
and lustful

Diet: Carnivorous (favors
wild animals)



THE ARACHNE IS AN ARTHROPODAL monster with the lower body of a spider that lives in dark places such as caves and the deep recesses of forests. Arachnes are highly intelligent, but tend to be amorous and combative. Their powerful physical capabilities make them extremely dangerous.

Arachnes produce a sticky thread from their bodies, with which they spin webs. They also use the same substance to dangle threads from the web proper to ensnare prey. The main web serves both as a home and a trap. The animals and humans that blunder into these webs or the outer strands find themselves immobilized by its strong adhesive properties.

When an arachne catches a human man, she weaves him up in her web and mates with him until he gasps in pleasure, despite his resistance to her wiles. The more the man struggles, the more the arachne's cruelty is aroused; the more her desire mounts, the more forcefully she will violate and pleasure him. Thus, if a man is caught by an arachne, his best hope

for escape is to stay still and wait for the monster to bring herself to completion.

If an arachne takes a fancy to a man, she will bind him up permanently in her web, where he will be subjected to the whims of her lust. Though the man may try to remain unresponsive, the arachne will touch him until his stubbornness gives way to arousal. Even if the man bows in submission, she will continue her carnal assault, proving that there is seldom hope for escape from her fervent web. Their webs are, however, vulnerable to fire. Thus, carrying a torch is a simple yet effective method to avoid being entangled in an arachne's threads.

Arachnes are skillful at sewing and often present men they like with clothing. It is unwise for men to accept their gifts, as arachnes intend this gesture to mean "be mine." If a man accepts, he will be bound to her forevermore, stuck in eternal copulation.

Arachne garments are delicate and beautiful, of the finest quality even by human standards. Arachne clothing is so sought after that many merchants willingly brave the inherent dangers in order to procure their creations and sell them at high prices. Among monsters, arachne-crafted clothing is in high demand. The ravishing and provocative designs can only enhance their tempting qualities. Even the faintest caress can be felt through many layers of the delicate fabric.



There is nothing like a man's desperate scrambling escape attempt to tickle an arachne's sadistic lust.

LAMIA

FAMILY: Lamia • **TYPE:** Reptilian

Habitat: Deserts, mountains,
and caves

Nature: Aggressive

Diet: Carnivorous (favors
wild animals)



THE LAMIA IS A MONSTER KNOWN FOR her sharp intellect, with the upper body of a human and the lower body of a snake. Lamias create their own villages or live amidst human villages, yet are very independent. Lamias that live in lamia villages are called wild lamias; they lurk in the shadows in places where humans are likely to pass, such as highways and mountain paths, and show only their upper bodies, so as to seduce passing men.

Lamias also use their sweet, magic-laden voices to entice their prey. Their voices slip into the heads of men like a warm, heavy fog. A man seduced by a lamia's words will stumble in the direction of her susurrating whispers, whereupon she reaches out with the serpentine half of her body, coils tight around him and copulates with him. Even then, her voice continues to fascinate him, so that in the thrall of her murmuring he finds all of her, even her serpentine self, to be attractive and thus surrenders himself to her. Afterward, if she is pleased with him, she takes him to her

village at once and makes him her husband.

Lamias are both tenacious and jealous. Once one has taken hold of a man, she will always hold him close and never let go. If a lamia finds that her husband has been unfaithful, she will squeeze him head to toe and make love to him until all thoughts of any other have been erased from his mind.

Lamias periodically molt, much as snakes do, shedding the skin of their lower bodies. However, it is important to note that they become deeply aroused after molting. If a man carelessly approaches a lamia who has just molted, she is likely to wrap him in her freshly bare snake skin and bring him to climax again and again until her vast sexual energy has been exhausted. Her new skin is so tender that the whole of her serpentine half is an erogenous zone; she wraps every inch of it around the man's body so as to bring herself even greater rapture.



A lamia wraps her long body around a man as she joins with him. A monster of the lamia family knows no greater pleasure than twisting her whole self tightly around a man.



MEDUSA

FAMILY: Lamia • **TYPE:** Reptilian

Habitat: Dungeons, such as those found in caves and towers

Nature: Aggressive, stubborn

Diet: Carnivorous (favors wild animals)



THE MEDUSA IS A RARE, HIGHER-ORDER variant of the lamia (p. 62). Much like the lamia, medusas have the upper body of a human and the lower body of a snake. Because they tend to live by themselves, they are often lonely. Their pride and stubborn character, however, often prevent them from openly showing their true feelings.

Any who make eye contact with a medusa will find their body stiffened like stone. This effect is useful not only for catching wild animals for food, but also for immobilizing appealing men and taking them to their dungeons as husbands to father their children. The ability is also used during mating, when the medusa turns only the man's limbs to stone, to constrict his movement. She then further restrains him by wrapping her serpentine body around him, joining with him despite any protestations he may make.

As medusas are very lonely by nature, when a man puts his arms or legs around a medusa in the heat of coitus, she may turn them to

stone so that he cannot let her go. Even after the act is complete, she may find herself unwilling to separate from the man and thus turn his member to stone and attempt to engage him once more. The cool constriction of the medusa's stone around a man's member combined with the warm, wild squeezing of her vagina is a rare form of pleasure that seldom fails to render him helpless.

Though medusas turn living things to stone, this transformation is not fatal. Medusas have the power to reverse the effect, and even if they do not, there are a number of magical implements and potions on the market that have the power to cure the results of a medusa's stony gaze. Should those options fail, the mere passage of time will dissolve the binding. When a medusa turns a man to stone, but does not make him her husband, another monster starved for a man will typically carry him away and fornicate with him before he has regained his freedom.

The ends of the medusa's hair form snakes, each of which can act independently. However, the snakes share the medusa's awareness, so it is unlikely that they would attack a man toward whom the medusa bears no hostility. However, while the medusa is stubborn and rarely honest about her feelings, her snakes show her thoughts and feelings without reservation and will thus often give her away. For instance, though the medusa herself may willfully turn from a man she likes, her snakes will reveal her true emotion by binding his body and drawing him close. The honest action of the medusa's snakes may thus offer opportunities for clearer insight into her psychology.

Like the lamia, the medusa has a dangerous tendency for jealousy. A man who is unfaithful to her may find himself turned to stone, bound, and his genitals pumped for seed over the course of several days.



The snakes at the ends of the medusa's hair offer a window to her soul. Though she looks away, the snakes show her unwillingness to part with the man by wrapping tightly around him.

ECHIDNA

FAMILY: Lamia • **TYPE:** Reptilian

Habitat: The deepest recesses of dungeons

Nature: Lustful

Diet: Carnivorous (favors wild animals)



THE ECHIDNA IS ALSO A MEMBER OF the lamia family, with the bluish upper body of a human and the lower body of a snake. Echidnas are the most magical of all monsters and a far cry from typical members of the lamia family. Though their disposition varies greatly from individual to individual, the one trait all echidnas share is extreme lust.

Few humans have ever observed echidnas, as they are extremely rare and often live in the deepest recesses of perilous dungeons. They live in such remote regions so that only humans of great prowess can reach them, meaning that the ones they mate with and bear children by are the greatest specimens that humanity has to offer. An echidna's dungeon often contains precious treasures, mysterious potions, and legendary magical artifacts to entice such adventurers. The monstrous keepers of these troves are known to take a woman's form and use their awesome magical power to spread the news of these treasures or to slyly promote echidna-slaying quests among humans.

When an adventurer has successfully evaded the gauntlet of traps and challenges and reached the end of the dungeon, he finds the echidna waiting as the final challenge and reward for conquest. The echidna, however, may be unable to conceal her excitement at having found one worthy enough to be her

husband and will wind her body around his own and make love to him. She will press every part of her to the man to be sure he does not forget the taste of her breasts, lips, and vulva. With monstrous ecstasies rivaling that of the succubus, she will make him hers.

An echidna has the instinctive ability to sense a man who is destined to be a hero. This helps her find a man great enough to be her husband. It is said that some echidnas come to the side of such men before they show outward signs of greatness, to support and to aid by their own hands the men they will one day drown in pleasure and enslave to passion. Instances such as this may explain the many legends in which a heroic savior of humanity simply vanished into obscurity. Perhaps the heroine who stood by his side throughout was the echidna, and somewhere in the subterranean depths of the world they thrive still, bound in the ardor of sex.

Echidnas have a trait very unusual among monsters in that, among children they bear in a lifetime, only the first is an echidna. Subsequent children differ in race, appearance, and traits. In many cases, new races of monsters never before observed are born. For this reason, the echidna is known as the mother of monsters; her search for great and powerful men stems from her desire to give birth to new monsters more formidable and fantastic than ever before.

Once an echidna has obtained and fully enamored a husband, she sets to work on her essential calling: to conceive his children and give birth to the greatest of monsters, so that one day she will gently stroke her swollen belly with the blessed smile of a holy mother and murmur, "My sweet child, wrought from the luscious seed of my dear husband, my greatest love in this world, just how lewd and lustful will you grow up to be? In what ways will you turn men from chastity, and how deep will your pleasure be as you debauch them?"

Thinking such thoughts, the mother of monsters surely smiles in anticipation of her soon-to-be-born child.



The echidna, the mother of monsters, smiles gently, surrounded by her numerous progeny, in the hope that they will one day grow up to be licentious and live lives full of the most sumptuous of sexual delights.



LIZARDMAN

FAMILY: Lizard • **TYPE:** Reptilian



Habitat: Caves

Nature: Aggressive, stubborn

Diet: Carnivorous (favors
wild animals)

THE LIZARDMAN IS A MONSTER WITH reptilian characteristics that lives primarily in caves. Lizardmen are typically athletic warriors who can handle a wide range of weapons with mastery. They work constantly to hone their martial skills and often travel throughout the world to train. As such, it is not uncommon to find them beyond their cavernous origins.

Lizardmen are aggressive in character but do not ordinarily attack humans. However, if a lizardman meets a man who is a fellow warrior, she will most likely challenge him to a test of mettle. Should he lose the duel, she will not take his life. Should he win, however, she will offer this man her hand in marriage. Even if the man declines, she will follow at his heels to the ends of the earth. If he does not agree to her proposal, she will lose patience and take matters into her own hands by seducing, assaulting, and copulating with him.

Although lizardmen dedicate their lives to martial glory, they are still monsters. A

lizardman's instincts teach her perfectly how to handle a man's "sword," and her agile body possesses the skill to raise him to the heights of pleasure. If he persists in his obstinacy, she will escalate the ferocity of her copulation, with no end to her passion in sight or mind.

As warriors, lizardmen can seem rigid and unyielding, but as wives they are dedicated and reliable. Their instinct for battle is equaled only by their instinct to serve the men who defeat them. When a lizardman has found a husband, a great desire to bear his children awakens in her: the instinctive craving to be impregnated by a man stronger than herself is a foundational aspect of her race. By giving birth to the child of such a man, and raising that child to continue to surpass her in strength, the lizardman helps her race to become even more powerful than before.



Lizardmen devote their daily lives wholeheartedly to combat, yet a man who succeeds in overcoming one will discover that she has an unexpected domestic side.



SALAMANDER

FAMILY: Lizard • **TYPE:** Reptilian



Habitat: Caves and volcanic regions

Nature: Honest, aggressive, and
passionate

Diet: Carnivorous (favors
wild animals)

THE SALAMANDER IS A VARIANT OF THE lizardman that has blazing-red scales and lives in warm climates, such as volcanic regions. Salamanders are ardent and straightforward, genuine warriors who seek battle with flaming passion, traveling in search of humans who can prove themselves worthy rivals.

The behavior of salamanders is similar to that of lizardmen in that they ordinarily do not attack human men. However, when they meet a man who is also a warrior, they will burn feverishly for battle and challenge him. As the salamander fights, her excited passion will ignite her tail. The more heated the clash becomes, the longer it sizzles on. The closer she comes to being caught by the man's blade, the fiercer she burns.

At the conclusion of the fight, her zeal most often subsides, as does the flame on her tail. However, regardless of who won, if she finds the match to have been worthy of her strength, her fire will burn on, along with her tail, bright, blazing, and undying. This is a sign that she has recognized her greatest rival. As a warrior, there is no greater joy, and thus a hot passion is roused in her.

It is then that she realizes that the sight of the warrior before her has kindled her body, and that her heart is throbbing with a thrill that anticipates a different sort of battle. The salamander embraces the sear of her emotion, letting it burst from her in an outcry of love, and a plea for him to be with her as her husband. Though he might refuse, this flame, once kindled, can never be extinguished, and she will scream her love for him to the ends of the earth. Should he flee, her flame will only burn more brilliantly, until at last it swelters beyond her ability to control. Her need for him will consume her body and, like a beast burning in heat, she will drop his body to the ground and have her way with him.

It is said that a salamander's flame of love never goes out even after she has made a man her husband. She forever continues to speak

to him with the most sultry of words, and her hands often reach for him before she can think. When she looks at his cherished face and feels his warm breath against her ear, she cannot help but to kiss him deeply, filling his mouth with her slick tongue. Her body then grows too hot to manage, and she has no other option but to fling him to the ground, mount him, and beat herself violently upon his sex.



WEREBAT

FAMILY: Bat • **TYPE:** Beastman



Habitat: Caves

Nature: Mean, timid

Diet: Omnivorous (favors fruits, insects, and small animals)

THE WEREBAT IS A BEASTMAN WITH BAT characteristics that lives in dark places, such as caves. Werebats hang from shadowy nooks and crannies, waiting patiently for travelers to pass by. When they spot a human man, they launch themselves from the darkness, mount him, and engage him in sexual intercourse. Should a man attempt to resist a werebat or beg for mercy, the werebat will only ride him harder, with an even meaner and lewder smile, as they are notably mean in spirit.

If there are other werebats in the same area, the loud panting of the werebat already engaged in intercourse arouses the others, and they swarm upon the man. The throng from above presses and shoves against one another, as if each is scrambling to partake of a single luscious dish, attempting to taste the man's body. They jostle and rub and lick him, teasing his body. Even after the man releases his essence into one of the werebats, another will mount him at once and begin rocking herself against him. Amid this bacchanal, the man is

too overwhelmed by the darkness of their overlapping wings to know how many are violating him and why. Some have said it feels as if the pleasure will continue for eternity.

Thus, werebats are brutal creatures, but they do have a weakness: light. As soon as they find themselves in a bright place, they become fearful and helpless. However, should a human man take a werebat out into the light, she will not try to escape. Instead, she will cling to the man, hiding behind him as if silently pleading with him for rescue. In this weakened state, a werebat is unrecognizable as the wanton creature that rapes men in the darkness; rather, she is at his mercy. As if to underline this change, the werebat slides her trembling body near and presses every part of her womanly self over him. Her instincts thus command her to copulate with a man even in such dire circumstances as these. If they do indeed copulate, her fear will dissipate, the man's pleasure and warmth comforting her as if she were in the dark.



In the dark, werebats swoop from above to violently mount their human victims. In the light, however, they tremble in panic as illustrated above.

CENTAUR

FAMILY: Centaur • **TYPE:** Beastman



Habitat: Grassland and forests

Nature: Violent, lustful

Diet: Carnivorous (favors
wild animals)

THE CENTAUR IS A BEASTMAN WITH the upper body of a human and the lower body of a horse. Centaurs live in large numbers across the Earth's grasslands. They are typically master warriors who use their powerful legs to gallop about the land, bows or swords in hand, as they live by hunting wild animals.

Most centaurs value their pride as warriors and are usually calm and rational. They eschew meaningless attacks on humans, holding such acts to be a shame upon the honor of their ancient heritage from which have sprung heroes and sages innumerable.

However, their innate disposition is rough and lustful, and it does not take much for them to lose their senses and show their true colors. Some of the most volatile individuals may flare up at the merest glancing touch of a human man. In such moments, their violent and lustful nature comes to the fore as they give in to the heated throbbing of their bodies and release their suppressed passion upon the man.



A centaur yields her back only to the man she loves. When she does this, the heat of the man's body fuses with her own and causes her entire self to grow hot with pleasure.

Difficult as it may be to believe, centaurs are even more troublesome after they finish their assault. When lucid, they place great importance on chastity, and so in the aftermath of fornication, they will chase the man about, demanding that he take responsibility or allow her to take responsibility. Despite these claims, however, the truth is that the monster inside these beasts is whispering to them, "Get the man, copulate, and unite in lust."

Centaurs allow only their husbands to ride on their backs, though even this is a rare occurrence. When she does, reluctantly, let him mount her, the closeness of his body against hers flushes her with arousal. By the time they reach their destination, the centaur will likely demand that they have sex immediately.

All monsters in the centaur family have two vaginas. One is in the back, as it has been since the days of the old Overlord, and as it still is on horses. The other was created upon the ascension of the current Overlord. It is located in front, at the border between the human and horse portions of the centaur, in order to facilitate coitus with human men by mimicking the anatomy of a human woman.

Either vagina can be used to conceive children by copulation with human men. The rear vagina has been shrunk to human size, the better to draw sperm from the centaur's human lover.



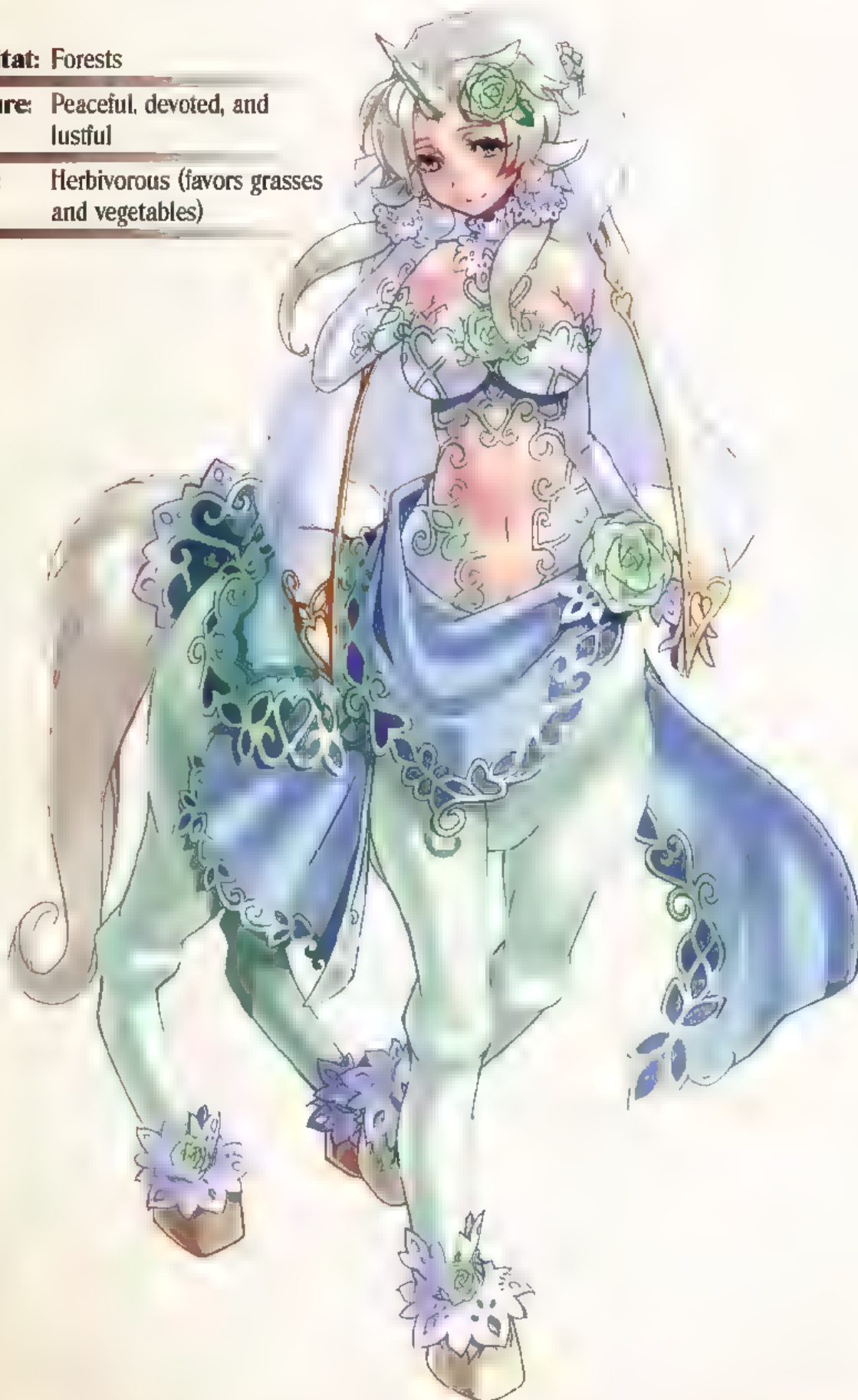
UNICORN

FAMILY: Centaur • **TYPE:** Beastman

Habitat: Forests

Nature: Peaceful, devoted, and
lustful

Diet: Herbivorous (favors grasses
and vegetables)



THE UNICORN IS A VARIANT OF THE centaur (p. 74) with a beautiful white coat and one horn extending from its forehead. Unicorns often live deep in forests. Though they are still considered monsters, they are treated as a symbol of purity. Their demure demeanor and peaceful grace make them the very image of chaste maidenhood.

Like other monsters, when choosing a partner for copulation, they prefer human men. However, they never force sexual intercourse upon them by means of violent assault. Their most favored partners and companions are the most pure, virginal men who have never dallied with other women or monsters. Furthermore, they are said to remain pure virgins themselves, abstaining entirely from fornication until they exchange vows with their husbands. They grant their bodies to their lover of choice and none else, and sexual

intercourse is to them a sacred act, a covenant between husband and wife.

For these reasons, many people hold misconceptions about unicorns. But take heed! Do not be deceived by their innocent façade; they are just as lustful as other members of the centaur family. A unicorn without a husband doubtless spends day after day dreaming of the sweet pleasure her future husband will bring her, and a unicorn who is newly married can be expected to use her pure yet lascivious body to actualize every dream of pleasure she has had in all those days of abstinence. She seduces her husband and spends day after day with him in the sweet pleasure of lovemaking.

The horn of a unicorn contains powerful magic which the unicorn can use for potent healing effects. The purer the unicorn's mana is, the more powerful its healing properties will be, while any intermixing with other types of mana weaken its strength. It is said that the reason unicorns avoid men who have lain with other monsters is to keep their own mana pristine. While her magic is capable of defending her from the outward assault of foreign mana, if her husband is unfaithful, the mana of other monsters will be stored in his body. If she lies with him thusly, she will find herself filled with strange mana she is helpless to resist.

In such a case as this, the unicorn's own mana rapidly transforms, and she becomes the opposite of the unicorn: a bicorn, a monster known as a symbol of impurity. Bicorns value debauchery and wish for nothing more than to drown in pleasure. A unicorn who has turned into a bicorn is likely to desire to lead a more profligate and sybaritic lifestyle with her husband, and as such she may summon the monstrous partner her husband broke his fidelity with, so that the three of them may together discover a deeper, more violent pleasure.



The unicorn is a symbol of purity, but inside she is as lustful as any monster in the centaur family. Her first kiss is of the most passionate sort, likely to involve the slow, wet push of her tongue, ending with a long line of saliva stretching between their panting mouths when they pause for breath.



MINOTAUR

FAMILY: Minotaur • **TYPE:** Beastman

Habitat: Grasslands and dungeons, such as those found in caves and labyrinths

Nature: Aggressive, violent

Diet: Omnivorous (favors meat)



THE MINOTAUR IS A BEASTMAN WITH cattle characteristics. Minotaurs are monster warriors known to wield gigantic weapons with formidable ease. They are rough in temperament and tend to act as they please without careful thought. For this reason, they are very dangerous.

When a minotaur sees a man who meets her fancy, she immediately charges and takes him for her own. A minotaur's endurance is boundless, and she delights in violating men with as much force as she can muster. Thus, a man caught by a minotaur must resign himself to submission until he faints from exhaustion. It is important to note that minotaurs are aroused to even greater violence by the color red. A man who wears red before a minotaur is almost certain to become the sole target of her ferocious desire to fill herself to the brim with his sex and seed.

However, though minotaurs are dangerous creatures, they are fond of sleep and do not wake easily. In most encounters with a minotaur, one will find them sleeping. They spend most of the day in slumber, even right after eating or having sex. A minotaur is likely to doze off with her sexual partner still in her arms. The man may find himself unable to escape and is thereafter treated as her husband.

Minotaurs are highly indolent, rarely showing interest in matters other than food, sleep, and sexual intercourse—the only three things they are truly passionate about. In particular, minotaurs who have acquired husbands seem to think of sexual intercourse with them almost continuously. When they are not having sex, it is quite likely they can either be found eating or sleeping.

Minotaurs seem to take supreme joy in sleeping with their husbands in their arms, especially after an exhausting day of intercourse. Later, when she opens her eyes and sees the face of the man she loves, she cannot help but climb atop him once again. Thusly, her day begins and ends in carnal wonder, after which

she drifts off once more into comfortable and well-deserved sleep with her man in her arms. The cycle begins anew.



HOLSTAUR

FAMILY: Minotaur • **TYPE:** Beastman

Habitat: Grasslands and human settlements

Nature: Gentle, devoted

Diet: Omnivorous (favors grass)



HOLSTAURS ARE A VARIANT OF THE minotaur (p. 78) with distinctive black-and-white coats. Unlike the minotaur, their violence has mellowed over the course of their evolution. They have chosen to live under the human hand and are correspondingly docile in character and rarely attack humans. However, like minotaurs, they are unskilled at deep thought, and tend to behave idly. They spend most of their time sleeping, feeding or engaged in sexual intercourse. Wild holstaurs wander about constantly searching for a man to be their master. Upon finding a man they like, they will live with him, among human settlements or nearby.

Holstaurs often press their enormous breasts against a man. This is their way of expressing affection. Squeezing their breasts is considered a sign of emotive reciprocation and is enthusiastically welcomed. When a holstaur presses her breasts against a man with special force, it is a signal that she desires to mate. Holstaurs try to respect the wishes of their

masters, so the man is free to ignore her entreaty if he so chooses. However, though they might be docile, holstaurs are monsters with inhuman sexual appetites, so they only withstand being ignored for so long. Thus, a docile holstaur who has been repeatedly rebuffed will turn violent and attack the man in order to mate non-consensually. She will remain intractable until the entirety of her long-accumulated pool of libido has been depleted.

Another trait the holstaur shares with the minotaur is its arousal by the color red. Prolonged exposure to the color causes a holstaur to become violent for a time, as if she just remembered she was a monster, leading her to attack much in the manner of the original minotaur, who is also impassioned by extended exposure to the color red. However, when a holstaur is so aroused, she maintains her instinct to seek her husband. It is said that if a holstaur with a husband becomes aroused by something red, she will charge across any distance in order to find him.

Holstaurs can produce milk from their breasts without having children. Their milk not only exceeds almost any other in flavor and nutrition, but also boosts potency. It is highly sought after by both humans and monsters. A man who bides with a holstaur will find that he will need nothing more than her milk to keep himself healthy.



A holstaur takes great pride in her breasts, which are pliant and soft. She pleasures the man she loves by pressing their sweet weight against him and melting him with their embrace.



GIANT ANT

FAMILY: Ant • **TYPE:** Arthropod



Habitat: Caves and burrows (such as those found under plains and forests)

Nature: Diligent

Diet: Animal corpses, grains, etc.

GIANT ANTS ARE ARTHROPODAL monsters that dig tunnels under plains or in caves to create a massive colony centered around a queen. Their small bodies belie their impressive strength; they can easily pick up objects larger than themselves and dig steadily and tirelessly through hard rock. Excepting the queen, all giant ants are workers and serve such roles as guarding the colony, procuring sustenance, and digging new tunnels.

During the day, most workers scour the surface for food. As they travel over ground, they leave behind a trail of special pheromones. Other giant ants follow them by this trail, which allows them to move in perfect files. Even if an ant deviates slightly to look for food, she can readily rejoin the ranks. This is not, however, the only function these pheromones serve, as they also attract human men. Men who inhale the ants' potent traces join the file in a daze and disappear into the colony and later into the arthropods' beds.

Giant ants are highly industrious. They

begin work as soon as the sun rises and remain industrious as long as the sun is out. Their libidos rise in proportion to their fatigue. Therefore, when the sun sets and a giant ant returns to her bed, she immediately attacks the man she has brought there and copulates with him. It is nigh impossible for any man to resist, as a giant ant's sweat contains a sex pheromone, so that when they sweat heavily during the day, both ants and their men are aroused and drenched in a thick female scent that incites overwhelming lust.

Giant ants ordinarily have no reproductive capacity. In rare instances, though, individuals who have been very sexually active may become pregnant. When this occurs, the individual leaves the colony with her favorite man and begins a new colony as its queen. Upon becoming a queen, an ant's libido becomes especially strong in order to produce a large number of offspring to populate her new-found colony. The man's job as her husband is to plant these children within her, and he is thus expected to copulate with her again and again.

A queen ant becomes far more heated than an ordinary ant in the course of copulation. This causes her to secrete a large quantity of sweat; it fills her chamber with pheromones that continue to stimulate both her and her man, allowing them to copulate throughout the day.



Giant ants are very hardworking. Their husband's most important duty is to relieve them after they come back from work—sweaty, tired, and aroused—by means of pleasure.

ANT ARACHNE

FAMILY: Arachne • **TYPE:** Arthropod



Habitat: Caves and burrows (such as those found under plains and forests)

Nature: Lustful, aggressive

Diet: Animal corpses, grains, etc.

THE ANT ARACHNE IS AN ARTHROPODAL monster that is unusually small among the arachne family. Ant arachnes strongly resemble the giant ant (p. 82) in appearance, so much so that the giant ant mistakes them for kin. They take advantage of this oversight to live among a colony of giant ants. They eat what the giant ants bring and rarely go outside the underground colony, meaning that it is rare to encounter one on the surface.

Despite their superficial similarity, the ant arachne differs drastically in temperament from the giant ant and can be quite savage. They procreate with the men the giant ants bring, grabbing them at their discretion and hauling them to their beds. Affected by the giant ant pheromones which pervade the colony, they are very lustful, always fully aroused. An ant arachne will bind the limbs of her man using thread she spews from her body and joins with him, clutching his hips and arms tightly with her eight legs, and slam their hips together.

Though a man may eject his seed, the ant arachne's constant exposure to giant ant pheromones means she will not be satisfied with one or two unions. She will crash her hips

upon him endlessly, enjoying the pleasure and fulfillment of bringing him to climax again and again. Though ant arachnes themselves cannot emit pheromones like those of giant ants, their absorption of the giant ant's pheromones make her irresistible to her man who, upon watching the erotic heaving of her body, is unlikely to be able to suppress his own passion.

Unlike the giant ant, the ant arachne does not work during the day. Instead, after catching a man, she spends both day and night in her bedchamber in an alternating cycle of coitus and naps. As the man is not required to work either, he is likely to submit to her whims and come to think of nothing but intercourse with her.



An ant arachne who has caught a man spends her days in decadence. When she is hungry, she helps herself to whatever sustenance she desires; when she is libidinous, she indulges, and when she is cool, she heats herself to arousal. There is very little an ant arachne does—other than her man.



MANTIS

FAMILY: Mantis • **TYPE:** Arthropod



Habitat: Forests

Nature: Alternatively calm and unemotional, or calm and lustful

Diet: Carnivorous (favors wild animals)

MANTISES ARE ARTHROPODAL monsters distinguished by the large sickles on their arms. They usually live deep in forests and prey on wild animals by slicing them deftly with these sickles. The cold manner in which they lop off the heads of enormous beasts in just one quick strike drives fear into the hearts of many, earning them the nickname "assassins of the forest."

Mantises are highly unusual among monsters in that not only do they not attack the human men they encounter, they do not show even the least interest. Their expressions are unchanging and betray not a trace of feeling. Nothing that happens before them can move their hearts. Even when they slice the heads off of beasts and bathe in their blood—true to their nature as assassins—they flinch not. They live simply to live, and for this reason, show no interest in things that are not necessary to their daily survival. Human men are not sustenance and thus, to them, might as well not exist.

However, there is one period in which a human man becomes indispensable to mantises: breeding season. During this time, she needs the seed of a human man in order to fertilize her eggs. Still, the mantis is said to bear no emotion in this, either; the man is only a tool necessary for the continuance of the mantis race. The mantis leaves the forest, approaches a highway or human settlement, calmly and swiftly captures a human, brings him into the forest, and mates with him—purely for the purpose of reproduction. She begins by nimbly slicing open his clothing with her sickles so as to expose his lower body without harming him. She then manipulates his penis with mechanical ease that is void of both feeling or warmth, but still deft with monstrous craft that promptly leads to erection. Through all of this, she is utterly indifferent. Before this moment, she has never experienced sex, and thus she calmly lowers her hips.

That is when everything changes. A surge

of mysterious, unknown pleasure takes her with its sweet throb. To better understand this feeling, she shifts her hips gingerly, and then her mind and body both shiver as her arousal becomes all the more inexplicable. Still not understanding, she looks down at the face of the man, and her chest and face grow hotter and hotter. Without thinking, she brings her face to his and presses their mouths together. Their sudden closeness inspires her to squeeze his penis inward as she quickens her pace, driving him deeper and deeper inside her. At last, he releases his essence, and in that moment her once-empty heart is filled with a strange warmth she has never felt before. Through this first congress, she learns for the first time how wonderful sexual intercourse with a man can feel and how dear the human man is to her.

Thereafter, the mantis no longer lives just to live. Instead, she finds delight in the man's body and resolves to never let him go. She uses her sickles to protect him and secure food for him, and each night, she straddles him in her bed to feel once more the strange happiness of rubbing her body upon her cherished man, who fills her every corner with his sweltering sex.

Most times, even in this new state, the mantis remains as expressionless as ever, except when her husband is by her side. In these moments, she may blush and subtly lift the corners of her mouth.



FAIRY

FAMILY: Succubus • **TYPE:** Sprite



Habitat: Forests and the land of sprites

Nature: Simple, honest, and cheerful

Diet: The essence of human men

THE FAIRY IS THE MOST COMMON creature that lives in the land of sprites. Fairies are small in form, small enough that they can fit comfortably in the palm of a human. They are cheerful and love to sing and dance. Fairies are not monsters by nature but, instead, have been turned into succubi by taking in succubus mana. Despite this, fairies feel no antagonism toward monsters. With their simple natures, they find amusement in the company of similarly simple pixies and imps, whose mana encourages the fairies' transformation into monsters. From both the promptings of the monsters they cavort with and their own monstrous instincts, fairies learn that making sport with men is the purest of pleasures they will likely ever encounter.

They often travel from the land of sprites to the forests of the human world in order to seek out men. When they spot one, they will fly about him and beg him to "come have a little fun!" Usually this means they are asking for sex, as a fairy's idea of fun includes rubbing

her body all over a man's penis to make him feel good. They are also capable of sexual intercourse, even though it would appear that the size of their bodies could not accommodate even the tip of a human penis. But when a fairy becomes a monster, her body is given the ability to facilitate intercourse with human men. Her abdomen swells as she takes the penis with her whole body, squeezing it tightly with her vagina, which flexes and expands to welcome her man's girth. She feels no pain or discomfort during intercourse, nor any physical trauma—just delicious pleasure.

A single fairy is small in size and weak in power; thus, if inclined, one can catch her, please her until she is satisfied, and then shoo her away or domesticate her. It is another matter, though, when fairies come in swarms: a man may find his body covered in fairies who insist on lavishing him with attention until he passes out.

When a number of sprites gather and dance, they form what is called a "fairy circle," the ring of which gently incandescens. Anyone inside the circle will be whisked away to the land of sprites (p. 96). A fairy circle may also form when a man is attacked by a mass of fairies swarming in a hot, orgiastic dance, who will also spirit him away to the land of sprites. There, he will find a nation of happiness where he is likely to forget about his previous life and spend eternity in light-hearted fornication with the fairies.



As a monster, the fairy feels only pleasure as her belly swells around the man's bulging erection, learning its shape intimately



PIXIE

FAMILY: Imp • **TYPE:** Sprite



Habitat: Forests

Nature: Mean

Diet: The essence of human men

OUTWARDLY, THE PIXIE RESEMBLES the fairy (p. 88), both taking the form of sprites; however, unlike the fairy, the pixie is a true monster, belonging to the imp family and similar in nature to the succubus (p. 10). They are very mischievous and love to lead humans astray in the forest, attack them in groups, and have their way with them.

Despite their small size, pixies are about as lustful as succubi, and are inclined to give men lewd, seductive smiles as they use their whole bodies to give them pleasure and squeeze out their essence. Because they resemble fairies, who are friendly to humans, it is common for pixies to impersonate them in order to lure men deep into the forest—only to turn on them and assault their victim with searing vigor.

As aforementioned, pixies are ordinarily as small as sprites. Yet when they obtain essence and accumulate mana, they become capable of using magic to change their own or their man's size. A pixie may enlarge herself to the size of a

human, or she may shrink a man she fancies and take him away to the land of sprites (p. 96). This magical effect lasts a day at the longest, but pixies do not use it for a mere prank; when a pixie shrinks a man, she will fornicate with him immediately, so it is doubtful that fleeing and waiting for the effect to expire would be an effective escape strategy.

As pixies are monsters rather than members of the sprite family, they did not originally reside in the land of sprites, yet many have come to live there as of late. It is said they have been teaching non-monstrous fairies the delights of sexual pleasure, so as to turn them into monsters. There are rumors that they have also taken to changing the size of the fairies' men in order to make the fairies' sex lives more interesting. There is therefore little reason to doubt that the presence of pixies in the land of sprites appears to be a major factor in the monsterization of sprites and their land.



Pixies look like sprites, but are more akin to succubi in nature. They love giving men pleasure and bathing themselves in a feast of essence.



LEANNÁN SÍDHE

FAMILY: Succubus • **TYPE:** Sprite



Habitat: Forests, human settlements,
and the land of sprites

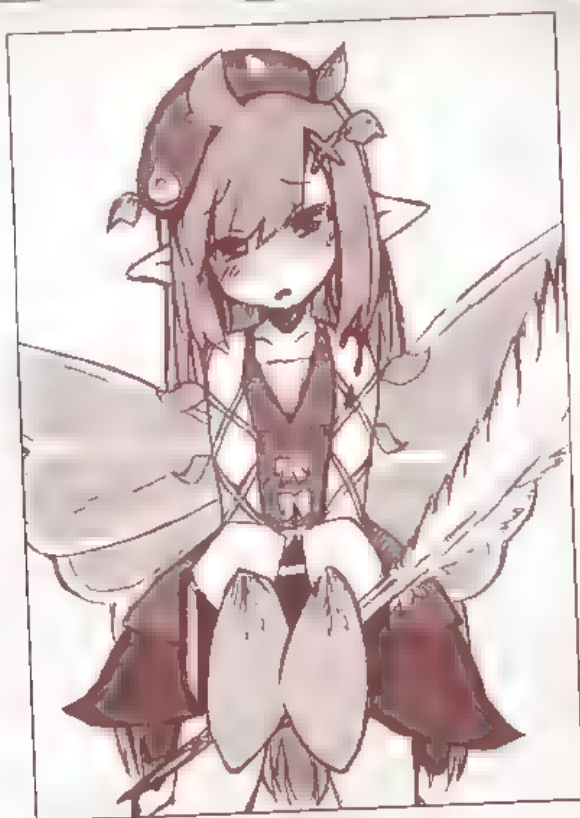
Nature: Devoted, honest

Diet: Brilliant works of creativity

THE LEANNÁN SÍDHE IS AN UNUSUAL type of sprite. Many live in forests with other sprites, while others live among human settlements, disguising themselves in human form. They adore creative works such as paintings, musical compositions, and stories, and are drawn to the creators of such pieces.

Leannán sídhe have a very unusual diet: they feed on the energy contained in brilliant works of art. But they do not only feed on artistry; they themselves like to create, both by producing works of their own and assisting the endeavors of humans of whom they are fond.

They are very forward in matters of love. If a leannán sídhe is moved by a human man's work, she will attempt to seduce him. As their bodies always emit a faint, seductive magic, a man targeted by a leannán sídhe will find her so maddeningly attractive that it will be nigh impossible for him to escape her temptation.



Above is a leannán sídhe who specializes in literature. She is a bit shy, but her favorite book is an erotic novel on the theme of intercourse among humans and sprites. She reported that her favorite passtime recently is to re-enact scenes from the novel with her dear lover.

A number of leannán sídhe have been turned to monsters by the power of the succubi. These leannán sídhe are extremely lustful and aggressively seek coitus with their lovers. They are also fond of erotica and have a passion for appreciating artwork of an arousing nature together with their lovers and, when their arousal has elevated, releasing its full force upon their lovers' bodies. As monsters, they find bawdy works and the essence that is poured into them by men to be unbearably delightful. If her lover himself is an author of erotica, she will become utterly entranced by him and his oeuvre, and their joyful intercourse will fill her mind with thoughts of him and his work.

A man who unites with a leannán sídhe may gain incredible artistic skill and genius. It is said that many such men have used this power to build vast riches and renown. However, the magic of her seduction gradually erodes his psyche. He loses engagement with all things but her, the works with which he will present her, and the act of creation. In time, he comes to see the riches and renown he has earned from his work to be nothing more than distractions, and he disappears with her into the land of sprites. There, it is said that he lives on, frantically creating new pieces and loving the leannán sídhe.

The illustration at left depicts a leannán sídhe who favors painting; however, there are also leannán sídhe who prefer prose, music, or other kinds of art. All are drawn to creators in their respective fields.



KESARAN PASARAN

FAMILY: Mandragora • **TYPE:** Plant



Habitat: Wherever the wind takes them,
the land of sprites

Nature: Cheerful, honest

Diet: The essence of human men

THE KESARAN PASARAN IS A PLANT monster with a rather unique form, enrobed in white puffs. Kesaran pasaran have extraordinarily light bodies, allowing them to drift through the air. The illustration shows one in its adult state. In childhood, it appears merely as a small white puff. The uncanny sight of these puffs floating by has led people to call them the "happiness-bringing kesaran pasaran" and believe that catching one will fetch happiness.

However, this nickname belies the powerful and dangerous psychedelic effects the matured puffs have on humans. It is said that inhaling a mature puff incites an intense and overwhelming haze of happiness. It has been speculated that the nickname was inspired by the immature kesaran pasaran, which has a weaker, merely mood-boosting psychedelic effect.

When an adult kesaran pasaran spots a human man who tickles her fancy, she drifts

down toward him, scattering powder derived from her puff into the air for him to breathe. Upon inhaling her psychedelic dust, a state of peace and joy descends; not only does he not resist her as she advances on him, he often takes the initiative to mate with her, seeking yet greater happiness. She accepts his acquiescence and moves to copulate with him in order to replenish her nutrients and create new seeds. Some men are so carried away by the happy feeling that they mate with the kesaran pasaran using brutal force, but to pleasure men in this way is a happy thing to a kesaran pasaran, and so her smile does not fade. Instead, it grows into a grin of ecstasy at the fiery pleasure ripping through her, and together, they continue to copulate madly, engulfed in exhilaration.

This mating process may result in seeds, which the kesaran pasaran sends off into the air wrapped in some of her puff. The seed floats gently from place to place until one day it matures fully into a humanoid form. A man who catches the puff before it matures, believing in the legend of the happiness-bringing kesaran pasaran, will one day find that it has grown into a beautiful, adult monster who wants him only for his sex.

Kesaran pasaran are very rare, and few humans have witnessed them. It is speculated that they originated as a special kind of plant in the land of sprites (p. 96) that later drifted on the wind into the human world. Much of the happiness in the land of sprites can be attributed to the presence of these monsters.



Kesaran pasaran, perhaps as part of their nature as plants, come in a variety of sizes. Though they are generally small, their euphoric smiles never leave their faces, even when impaled on such a sizable phallus, as pictured above.

THE LAND OF SPRITES

SPRITES ARE DISTINGUISHED BY THEIR bodies—small enough to be held in the hand of a human—and their wings, delicate and insect-like in appearance. By nature they are not monsters; rather sprites have become succubi through exposure to the mana of monsters. There are many kinds of sprites. This book describes fairies (p. 88) and leannán sídhe (p. 92). Sprites are bright-eyed, innocent creatures, enamored by amusing games and delicious confections. Let us explore their diverting lifestyle and the mysterious land in which they live.

1. Land

The land of sprites is a peculiar land inhabited by many sprites. It is believed that it exists in a different plane from the human world, and for a human to enter or leave it requires the guidance of a sprite. Its mystic geography teems with nature, where charming sprite dwellings made from trees or mushrooms sit in rows under a sky where small white puffs float on the breeze. The ruler is the sprite queen, who is said to love all things amusing. The lands about her castle are colorful, plentiful with delectable foodstuffs and energetic games for the sprites to amuse themselves with.

The land of sprites is said by humans to be filled with happiness, thanks to the kesaran pasaran (p. 94) that bloom gregariously throughout the land, riding—as is their nature—on the fickle wind. It is most likely the fantastic sight of the puff balls, glinting in the sunlight, and their psychedelic effects, that gave rise to the rumor. Indeed, it is not difficult to believe that the consistently benign demeanor of the sprites can be attributed to their constant inhalation of kesaran pasaran puffs, which fill their being with joy, making it a state they take for granted.

In addition to the kesaran pasaran, there are various marvelous plants in the land of sprites. “House trees” and “house mushes,” are strange trees and mushrooms that spontaneously grow living spaces equipped with furniture. Sprites often make such abodes their homes. The land of sprites is also known for its population of gentle and endearing plants and animals; these beings are said to speak kindly to the sprites with voice and word, just as in folk tales, and play with them convivially. Thus, the sprites live happily in this mysterious land, enjoying sweets and making sport all day long.

2. Life

In general, sprites are guileless and love fun above all else. For this reason, they often get along well with similarly small, fun-loving monsters. Sprites’ bodies are made mostly of mana that is easily affected by other mana. Exposure to monster mana often transforms them into monsters in little more than the blink of an eye. When they learn from the monsters how much fun it is and how good it feels to have sex, they become slaves to pleasure. The newly monsterized sprites return to the land of sprites and teach their companions about this fresh and unbearably pleasurable game. This has caused a rapid increase in sprite monsterization.

As the great majority of sprites spend all their days amusing themselves, monsterized sprites follow suit, spending day after day with their chosen men in high-spirited intercourse. When they have their fill of ecstatic fun, they joyfully take in the essence of their men with their whole bodies. Men’s seed is tastier and more enchanting to them than the finest of confections. They also enjoy playing games and reading books with their men, thus leading full and joyful lives with their lovers.

As far as scholars can tell, all sprites are female and always have been, even before monsterization. No males have been observed. Sprites were originally not born by conception but instead blossomed from inside beautiful flowers called sprite flowers. However, when they were monsterized, their bodies transformed to facilitate intercourse with human men by developing reproductive systems, which can conceive by utilizing the seed of human men and thus produce children. Like other monsters, monsterized sprites delight in conceiving men's children, meaning that the number of sprites who are not monsters is dwindling. It is expected that sprite flowers will one day fade away as sprites become a race that reproduces solely by conception.

3. Future

Back during the reign of the old Overlord, sprites lived happily, alone in their own land and rarely came into contact with other races such as humans. Things changed when they began to monsterize. As mentioned earlier, the land of sprites now plays host to a number of human men brought over by monsterized sprites. In addition, sprites have become friends with monsters such as pixies and imps and invited them to their land as well. These new populations are expected to accelerate the sprites' transformation into monsters, and the queen has no intention of resisting the change. In fact, she is said to welcome both men and monsters into the land of sprites, in order to make it ever more enjoyable and pleasant. The land has recently been in close contact with an organization known as the Sabbat (p. 186), led by the baphomets (p. 182), which has apparently been advising the sprites in new and titillating ways to find pleasure with human men. The land of sprites will soon belong to the monster realm entirely, an event that will undoubtedly be met with great rejoicing.

ELF

FAMILY: Succubus • **TYPE:** Elf



Habitat: Forests

Nature: Proud, strong-willed,
then lustful

Diet: The essence of human men

THE MOST WELL-KNOWN SORT OF ELF is simply called the elf, or the forest elf. Elves resemble humans in appearance, but are born with pointed ears and extremely powerful magic. They believe themselves superior to humans, whom they generally despise. By nature, elves are not monsters, but elves that have been turned to succubi by succubus mana are considered monsters. (For more on non-monstrous elves, see p. 104.)

Elves usually reside together in villages deep in forests where humans rarely tread, but when one becomes a succubus, she is banished from the village in accordance with elven law. Such elves often wander about the border of the forest near human settlements, following their succubus instincts in search of human men.

An elf's powerful magic saves her from being corrupted completely by succubus mana—at least in the early stages of her transformation. She remains free of the horns, wings, and tail usually seen on a succubus and

holds on to her lofty and proud spirit. But at its core, her body has become that of a succubus and the unceasing ache for a human man wears at her; it is the nature of elves to despise this urge and resist it with all their might.

Still, the urges of her succubus body push her toward the vicinity of men. When such an elf spots one, her body throbs for want of pleasure, and her words and actions come to defy her thoughts. She longs to be salacious and seductive, and once her reason is spent at last, she bows to her instincts and assails him or seduces him to assail her. This results in copulation, through which the elf acquires the man's essence. Pleasure warps her mind and causes her to become a succubus body and soul.

Ironically, the longer an elf resists, the more lustful and powerful a succubus she becomes. It becomes impossible to imagine the days when she so despised humans as she doggedly seduces and mates with men. It is as if she feels shame at her days of fastidiousness and intends to soil her once-pristine body as thoroughly as possible. Reports state that she often massages the milky fluid of the human man into her skin with an expression of rapture, thus thoroughly debauching herself.



An elf who has turned into a succubus body and soul is joyous as she bathes in the semen of men, which she once considered squalid and corrupted, but now adores.



DARK ELF

FAMILY: Succubus • **TYPE:** Elf



Habitat: Forests and the monster realm

Nature: Strong-willed, lustful

Diet: The essence of human men

THE DARK ELF IS A TYPE OF ELF (P. 98) that has brown skin in addition to pointed ears. Dark elves live in their own villages in locations such as forests and the monster realm. Long ago, before the current Overlord took power, dark elves were not monsters. Upon her rise, dark elves, who were already lustful and wild, offered themselves of their own volition to the succubi.

Dark elves do not despise humans as elves do, though they do like to use pleasure to break the wills of the men they admire. They regard the men they capture as sex slaves or pets and take good care of them. They eat food prepared by these slaves and depend on them for reproduction. It is thus clear that "slave" means to them what "husband" does to other monsters and that they simply have a different way of expressing their love.

Mature dark elves spend years studying the many techniques used to please a man. When they have mastered these skills, they head out to find their own slaves. Some, however,

remain in their home villages and decide to mate with their family members. Among humans, incest is considered quite taboo, of course, but dark elves have no such qualms. Thus, if a grown dark elf wishes to mate with a family member, she can do as she pleases without condemnation from others.

Dark elves have a deep antagonism for the hardheaded forest elves. The two races frequently come into conflict. That said, it seems that the animosity lies preponderantly with the forest elves, who work to expel dark elves, while dark elves attempt to instruct their elven prisoners in the ways of pleasure of which they are so innocent, as dark elves enjoy turning their kin into monsters as lascivious as themselves.



Dark elves kick and whip not pain but pleasure into their men, a skill they have honed over many years.



DWARF

FAMILY: Succubus • **TYPE:** Dwarf



Habitat: Caves, mines, human settlements, etc.

Nature: Cheerful, aggressive, and lustful

Diet: The essence of human men

THE DWARF IS ANOTHER MONSTER that is small in stature. Dwarves live in dwarven villages, often found in caves and mines. There are a number of monsters which are diminutive in size, but the adorable appearance of dwarves is of particular note. This, however, is their adult form. They are said to have long had poor relations with elves due to differences in their temperaments (see p. 105). Despite their size, dwarves tend to have hearty, fiery dispositions, like wise sages who know how to look after their own. They are mature and monstrous women and can thus be expected to seduce human men in pursuit of carnal pleasures.

In the past, dwarves were not monsters, except for those who were tainted by succubus mana. However, their character led them to accept these monsters as part of their village without attempting to expel them. The dwarven men of the time considered it a trifle whether their women were monsters or not.



Dwarves have hardy bodies. This erection looks too large to fit in the dwarf's vagina, yet she still manages to engulf it all the way to its base, pounding it so deep inside her that its bulge is visible through her belly.

In fact, they are said to have welcomed the transformation of their wives into lecherous monsters who would give them more pleasure. As a result, the population of dwarven women monsterized steadily, in contrast to the elves (p. 98), who have staved off the total monsterization of their race by exiling monsterized individuals. These days, the dwarf is generally regarded to be a monster race. (For more on dwarves before monsterization, see p. 104.)

Dwarves are very good with their hands, and most are either miners of metals and gemstones or craftswomen who turn these materials into weapons and ornaments. The beautiful work of dwarves is traded at steep prices among humans and monsters. Before monsterization, these gay and lively creatures were proactive in facilitating trade with other races, including humans, and for many years have made it a habit to visit human settlements to sell their ores and crafts. Their friendship with humans has only grown deeper since they became monsters, and many unmarried dwarves have taken up residence among humans in their search for a man.

Dwarves are active and lustful; when one spots a man she likes, she will seduce him insistently, perhaps even assaulting him to achieve her desire. As has been mentioned, dwarves are good with their hands, a skill that is a powerful weapon as she grants pleasure to the man. The pleasure imparted by their talented grip is said to rival even that of a succubus's, so much so that they are capable of making men helplessly theirs through manual caresses alone. The dwarf wraps her hands around the man's penis with the same care and passion she invests in her craftwork. His penis becomes iron hard, as if she has forged it herself. She climbs upon the man and pounds his pleasure between her thighs with such fury that one cannot help but worry she will break. But dwarves are more robust than they appear and are delighted by rough intercourse.

ELVES & DWARVES

THERE ARE MANY RACES IN THIS WORLD that are considered people besides humans. Two of the most well-known are elves (p. 98) and dwarves (p. 102). Let us explore some of the details of these two races.

1. Elves

I-1. AS PEOPLE

Forest elves continue to build their villages and lead their unique lifestyle deep in the woods. They have graceful bodies, long ears, and powerful, inborn magic far greater than that of humans. They live amidst nature and have protected it from humans for generations. They hunt the forest's wild animals and pick the forest's fruits and vegetables to survive, but never forget to be grateful for their food and always offer a prayer of thanks to the animals and forest before eating.

In general, they are proud and lofty in spirit, but also hardheaded and inflexible. Since the time of the old Overlord, they have despised humans, dwarves, and monsters as base and vulgar, and thus rarely had contact with other races. They are ascetic and live quietly in the forest without desire. They especially reject sexuality. As a result, if an elf in the village happens to be polluted by succubus mana, the other elves banish her from the village at once before her fellow villagers are violated. To succubi, elves are a perfect plaything; they relish the process of desecrating their fastidiously upright nature, teaching them pleasures they have never known, transforming them into lascivious monsters. Thus, the number of pure elves has decreased year after year, as succubi continue to bring them over to the other side.

I-2. AS MONSTERS

As just described, monstrous elves are pure elves who have been turned into succubi. For

details, see the entry on elves on p. 98.

Elves at first resist their transformation into monsters, but eventually come to accept the essence of human men which transfigures them into lusty monsters. The longer they resist becoming succubi, the more drastically their pure elven nature is overturned to make them into lustful fiends. Then, while yet maintaining their beauty and nobility, they proceed with a new monstrous honor, proudly indulging in the decadence of sexual relations. Blessed by human men with rapture and sustenance, they do not forget the gratitude they cherished as pure elves. In place of a prayer, however, they now use their hands and mouths to demonstrate their appreciation of men in the form of erotic bliss. Thinking of their past selves makes them feel foolish, disgusted that they once despised an act so wondrous and gratifying as sexual union with men. In time, and in stark opposition to their former selves, they come to despise pure elves and the Order. Now monsters to the core, they feel deep affection for human men, shifting their former hate into appreciation. Despite this change in attitude toward human men, however, they continue to despise other monsters, for they fear they will take away their beloved men.

2. Dwarves

2-1. AS PEOPLE

Dwarves are only a few feet in height even when fully grown. The men have squat, sturdy, and muscular bodies, and imposing beards that extend almost to their waists. The women are also short, though they are lithe rather than stocky.

Dwarves are cheerful, lively, warm, and hearty in temperament. They treat everyone amicably, so long as they are treated well in return. As such, they think poorly of elves,

who regard them with open hostility and disdain. There have been many conflicts between dwarves and elves since times of old.

Skilled with their hands, dwarves often build villages centered on caves and mines and live as miners and craftspeople. Some apply their stalwart bodies to become mercenaries, while others still hawk dwarven wares as merchants. Thus, dwarves have long found ample opportunity for exchange with humans.

Male dwarves have always had a predilection for liquor and ladies after a hard day's work, so when female dwarves began to transform into succubi, many rejoiced to find that their wives had changed to become as lecherous as they. In droves, they sought dwarven succubi as brides and plotted to turn their non-monstrous wives into succubi. Thus, the monsterization of the dwarf race occurred quickly and comprehensively. As monsters have no sons, it was not long before male dwarves vanished almost completely. As of now, male dwarves and pure, non-monstrous dwarves are nearly extinct.

2-2. AS MONSTERS

At the time of writing, virtually the entire dwarf race has been fully monsterized, and most people likely think of dwarves as monsters by default. For details, see the entry on dwarves on p. 102.

Unlike elves, dwarves have always been friendly with humans, but now that they are monsters, they show even greater proclivity for human men than ever before. With their spry bodies and cheerful, lively personalities, they seduce human men to make boisterous love to them. If one should dare to mock their shortness, they will rage like fire and take forceful action to teach the virtues of their bodies through pleasure.

There is a religious organization which has recently been on the rise called the Sabbat (p. 186), a gathering of monsters who are shorter than is normally desirable, that trains

its members to be more salacious than ever before. More and more dwarves are joining the Sabbat, where they learn how to give men greater pleasure and thus milk them for greater quantities of seed. With their fine, manual dexterity, dwarves are steadily incorporating the Sabbat's ideas into their own repertoire. In this manner, dwarves have learned greater appreciation for their own bodies, even if they are not buxom or curvaceous enough to be traditionally attractive, and thus continue to develop into uniquely powerful succubi.

3. Discord between Elves and Dwarves

There has been strife between elves and dwarves since the previous Overlord's reign and long before. It is said to have continued without pause. Elves have always loathed dwarves, as they view them as boorish cretins; while dwarves have bristled at the elves' treatment and met hostility with hostility. Even now that both have transformed into lewd and unrestrained monsters with common motives, for some reason, it is not infrequent for an elf and a dwarf to take a liking to the same man and fight over him. However, now that they are monsters, they no longer spill blood in battle. Instead, they both lean on the man and snuggle their bodies against his as if to assert possession of him. With the man sandwiched between them, they soon descend into childish insults.

AMAZONESS

FAMILY: Succubus • **TYPE:** Fiend



Habitat: Forests

Nature: Aggressive, lustful

Diet: The essence of
human men

AMAZONESS ARE A VARIANT OF THE succubus (p. 10) that lives in their own villages deep in the forest. They originate from a tribe of human women called the Amazons, which was raided by succubi after the current Overlord took power. They were transformed almost entirely into monsters. All are trained from childhood as warriors and possess superior physical prowess and combat skills. They have a matriarchal society with gender roles opposite those of humans: women wield weapons and fight as warriors to protect the helpless men and children; while men mind the house in their wives' absence, comforting them when they return, tired from hunting or battle, by copulating with them and supplying them with essence. Amazoness periodically assault human cities, capture human men of their liking, and take them back to the village as husbands. This is called man-hunting and is considered the only true way to become a proper warrior.



The vow of wedlock is exchanged on a stage in the center of the village for all residents to see. As the unmated warriors watch, their bodies grow hot with anticipation of their own mating rite soon to come.

Amazoness have a unique set of values. They assert their femininity by mounting men in public intercourse, as a display of power and ownership. It also serves to encourage amazoness who have not yet acquired a man to follow her example. When a new couple is formed, there is always a celebration in which large numbers of amazoness gather to watch the bride fornicate with the groom all night. This must surely encourage the unmated amazoness in attendance. One can imagine their excitement, watching a true warrior copulate and dreaming of the day they too will seize a man and revel in the ecstasy of pounding themselves upon his member.

If a man strays into the amazoness' territory, the unmated warriors will promptly commence man-hunting. If a woman enters, they capture her and flood her with mana just as a succubus would, in order to make her one of them. After her change, they educate her as an amazoness warrior, teaching her skills of combat, their society's gender roles, and the best methods to pleasure men. If a man and a woman stray in together, they greet her with an ardent welcome as a promising warrior who has already captured a man, and give her a thorough warrior's education.

Amazoness paint themselves as depicted in the illustrations, believing that the symbols will draw out a warrior's power. However, these are in fact an erroneous and deformed transmission of the runes of pleasure (p. 188) which the succubi attempted to teach the amazoness when they raided their human tribe and turned them into monsters. The original runes were designed to amplify the pleasure of succubi in copulation and have nothing to do with battle. If the amazoness had inscribed the runes correctly upon themselves, their pleasure would have been so complete that they would not be able to manage their daily life. Battle would become nigh impossible, their thoughts aimed only at remaining indoors with their husbands in endless copulation.



ALICE

FAMILY: Succubus • **TYPE:** Fiend



Habitat: Unknown

Nature: Docile

Diet: The essence of human men

THE ALICE IS A MUTATION OF THE succubus (p. 10) with a curiously innocent appearance. Alices are a sub-race born from ordinary succubi on very rare occasions. It is exceedingly rare to encounter one. Despite being adult monsters of the succubus family, alices give the false impression of unblemished, wholesome ignorance. In fact, it is said that they do not even know that their sustenance is the essence of human men. However, though they are succubi who do not actively attack human men, and their temperaments seem be docile, their appearance is deceiving.

They follow their succubus instincts to appear before human men. As mentioned, they do not attack men in the way of most of monsterkind. Instead, they cling to them playfully and unwittingly attempt to seduce them, depending on a faint seductive magic emitted from their bodies. After an extended period of time spent with an alice, a man is likely to attack her and furnish her with his seed through sexual intercourse. Curiously, after orgasm, the alice returns to a virginal state

and loses all recollection of the act.

Despite this, a faint, unconscious memory is left in her body, an echo of the pleasure he gave her—the taste of his essence, her strong love and desire for him, as well as all the techniques and erogenous zones she became familiar with during their exchange. Nor does she forget any of the conversations they had. (For example, if the man tells the alice, “I love you,” during sex, she will remember his words and claim afterward, “You’re my lover, dear brother!”)

Thereafter, each time the two join, the alice’s memories make her body more and more sensitive to pleasure as it unconsciously reenacts the techniques she learned previously. This allows her to extract an increased quantity of essence from the man. As her feelings for him increase, her innocent wish to give him her first time stays the same, though the manner in which it is enacted grows increasingly wild and vulgar. Through this process, the alice remains forever an unstained and innocent monster, all while collecting essence and developing into an ever-more powerful succubus who exudes stronger seductive magic and pleases the man in remarkable ways.

Like the succubus proper, the alice turns a man into an incubus (p. 15) over the course of repeated sexual encounters. Unlike the succubus, however, the alice does not seize the man or abduct him to the monster realm. Even so, once the man has become an incubus, he is, to all intents and purposes, her slave, as his first actions will always be to protect her and give her his essence.

Incidentally, alices exhibit a strange fondness for rabbits. When an alice sees a wererabbit restlessly hopping around, the alice will follow her. In most cases, upon becoming aware of the alice’s presence, the wererabbit will turn about and make sport with her. This behavior has been observed many times without exception. The reason behind it, however, remains a mystery.



It is common for other monsters to dote on alices. The above alice is re-enacting behavior learned from a nice sexy succubus lady who told her that this would make dearest brother hug her tight.



ALP

FAMILY: Succubus • **TYPE:** Fiend

Habitat: Unknown

Nature: Various, then lustful

Diet: The essence of
human men



THE ALP IS A VARIANT OF THE SUCCUBUS and a highly unusual race that has no likeness to be found among monsterkind. Alps originate as incubi (p. 15), i.e. men, who undergo a mutation into female monsters. Under no ordinary circumstances does a human man turn into a monster. As stated before, no male monsters currently exist; an incubus is merely a human altered in nature by monster mana. Because human men produce essence indefinitely, regardless of how powerfully a monster suffuses a man with mana, he will continue to be a human. Alps come about when an incubus wishes deep in his heart to become a woman, or to be joined with a man. The monster mana that made him an incubus is normally used to improve his production of essence, but in this case it destroys this very function. This strips him of his ability to produce essence and empties him of it. Monster mana pervades his body, and he soon finds that he is a monster.

Even after he has become an alp, his soul, his values, his memory and personality remain those of the man he was—only his body has changed. Though it has become completely that of a woman, he continues to perceive himself as a man. He is unaware of the urge to become a woman which transformed his body, or perhaps he buried it deep in his heart, pretending not to realize. Thus, he is shocked by his sudden transfiguration and experiences profound dysphoria. Then, in most cases, he cannot imagine lying with a man as a monster would. The very thought repulses him.

Despite this, the instincts of a monster begin to sprout in his mind and body and draw him toward and tempt him with the human men he scorns. His monster instinct swells inside him, and his driving hunger for essence becomes unbearable, urging him irresistibly to seek a man. Inevitably, he submits. Still bent to distraction by his loathing and desire, he attacks and copulates with a man. His first experience of fierce pleasure as a female-bodied

monster, incomparable to any he might have experienced as a human man, undoes the seams of his mind and causes him to move his hips faster. When the man's essence is released in the midst of the monster's ecstasy, this first taste of the rapture of femininity and the sweet savor of essence leave his soul in shambles, telling him only that he needs more of this man, that he must have more.

Over the course of further days, in which the spirit of a man and the pleasure of a monster clash in his head and torment him, he is once again driven to lie with another man. The cycle repeats until eventually, still wholly perceiving himself to be a man, he drops all resistance to the formerly detestable thought of loving another man, sexually and otherwise, and begins to proactively seek the intoxication of intercourse and the delight of essence.

Alps continue to interact normally with their male friends from before, even if they have fallen deeply in love with them after repeated bouts of intercourse. They are likely to seduce and copulate with them very casually, as if inviting a friend of the same sex to participate in a recreational activity.

In this process, some alps discover greater pleasure in becoming a woman. These alps find that their bodies continue to grow more voluptuous and enticing, and their minds continue to become more feminine. Soon enough, they have matured into full-fledged alps, more feminine than all other women, and more lascivious than succubi.



CYCLOPS

FAMILY: Ex-Giant • **TYPE:** Ex-Giant Demihuman



Habitat: The depths of the mountains

Nature: Peaceful, lacking in emotional expression

Diet: Omnivorous (favors mountain fruits and vegetables and wild animals)

THE CYCLOPS IS A MONSTER QUITE different from most others, as cyclopes possess a single eye and blue skin. They live quietly deep in the mountains. They are classified as an ex-giant, but since coming under the influence of the current Overlord, they have shrunk to roughly the same size of a human to facilitate intercourse with human men.

It is believed that cyclopes were once part of the divine family, but were cast out by certain gods who detested their single eye, whereupon the cyclopes became monsters. Thus, they are extraordinarily powerful, and the influence of the Overlord was not sufficient to turn the single eye that sets them apart into two. They tend to be fairly subdued in character, monsters of few words and few expressions. It is often difficult to tell what they are thinking.

Cyclopes typically work as blacksmiths and distribute the weapons they forge to monsters who have contact with humans. Their work is

sound, and it is common for famed warriors and heroes to seek them out in order to have them make them weapons.

Unlike most monsters, cyclopes do not make efforts to interact with humans outside of work. Even if they spot men, they almost never attack them. One possible explanation for this behavior is that their history has caused them to feel inferior due to their single eye. Cyclopes must nevertheless procreate in order to sustain their race, and so they will appear near human settlements occasionally to ask passing men to spend a single night with her in exchange for a cyclops sword. When a man wakes after such a night, he finds that the cyclops is gone, leaving only the promised weapon behind. The blade is always of the finest quality, and he who wields it often rises to glory as a valorous warrior. The cyclops's handling of the man's other weapon is also of high quality. In many cases, the hero is enchanted by the finely-honed technique and loyal dedication she bestowed upon him, and after his acts of valor, will quietly disappear from public view.

It is speculated that such men now live happily deep in the mountains with cyclopes.



It is difficult to read the expression of a cyclops, except in copulation, which is the only time she is likely to reveal her true feelings: she will blush and lower her eye with pleasure, smiling with delight at the privilege of sexual intercourse with a man.



MERMAID

FAMILY: Mermaid • **TYPE:** Piscine



Habitat: The ocean

Nature: Mild

Diet: Omnivorous (favors
seaweed and sea animals)

THE MERMAID IS A PISCINE MONSTER that lives in the sea. Mermaids have an unusually gentle temperament for a monster and rarely attack humans aggressively.

It is said that most of these creatures are romantic at heart, and will wait unceasingly for their husbands-to-be to appear. Mermaids come to beaches and reefs to sing their beautiful songs, thinking only of their princes. Their voices are tinged with magic, and so human men who hear them are captivated and follow their song helplessly. This marks the start of a fateful union between the mermaid and her prince. Though mermaids do not aggressively attack men as other monsters do, once they have brought men into their hands, they copulate with them tenaciously, enchanting them with their beautiful bodies so that they are enthralled too deeply to even want to escape.

The blood of mermaids is capable of prolonging life drastically. Scholars believe that mermaids correct the imbalance between

the life span of their human partners and their own naturally longer life span by having their husbands drink their blood. As can be expected, mermaid blood is in high demand among humans who long for immortality, as well as monsters who wish to similarly prolong the lives of their husbands. There is another member of the mermaid family called the merrow from which humans often seek mermaid blood—for though their blood is widely available among monsters, it is very hard for humans to come by.

Though the mermaid pictured on the left is not wearing anything over her lower body, her genitals are still obscured by scales. This is the typical state of mermaids, yet when they are ready to mate with a man, they magically remove these scales to reveal genitals positioned roughly as they would be on a human woman. Given the policy of the current Overlord (who asserts that her subjects seek blissful copulation with human men), it can hardly be imagined that mermaids would lay their eggs before having them inseminated, as ordinary fish do.



The new Overlord has given all monsters, including mermaids, reproductive organs that facilitate copulation with human men, regardless of what curious shapes their lower bodies may otherwise take.



MERROW

FAMILY: Mermaid • **TYPE:** Piscine



Habitat: The ocean

Nature: Mild, lustful

Diet: Omnivorous (favors seaweed and sea animals, as well as the essence of human men)

THE MERROW IS A VARIANT OF THE mermaid (p. 114) that lives in the ocean and is distinguished by a red cap and pink hair. Not only do merrows look like mermaids, but they are similarly friendly toward humans. However, in contrast to the more reserved mermaid, the merrow is considered the most lustful race of the mermaid family; a merrow who spots a man she likes will use her voluptuous body to seduce him and then mate.

The pink color of a merrow's hair is believed to symbolize the carnal fixation of her mind. Her chief interests are sensual intrigues and copulation with men. She is also fond of furtively observing the sexual dalliances of other monsters, and listening to their tales of love and debauchery. It must be said, however, that her favorite thing is spending time with the one she loves, preferably in a sexual manner. When a merrow is in love, she has eyes only for her lover, and her mind can only think of his sex. Considering her sexual prowess and gorgeous appearance, it is likely that her man

feels the same way.

Unmarried merrows always wear caps until they find their husband. When a merrow comes across a man she likes, she seeks his hand in marriage by handing him her cap. The cap is imbued with the protection of Poseidon, a great sea deity (p. 130), and contains mana necessary for her to live in the ocean. When she gives up her cap, she loses her magical power, whereupon she can hardly even swim. However, she has her husband's essence to replenish her mana and is thereafter entirely dependent on him. Giving away her cap is a gesture to indicate the depth of her love and her desire never to be apart. When a new merrow is born, she is given a new cap by Poseidon and the sea bishops (p. 118) who serve Poseidon. The magic in this cap is provided by the mother. Each time a merrow bears a child, the husband must supply his wife with a large quantity of essence that she can use to gather the magic necessary for the cap.

Like mermaids, merrows have "mermaid blood," which drastically prolongs the life of those who drink it. It is prized among monsters for its ability to lengthen the life of one's husband, and it is procured mostly from merrows. It is said that merrows often use their blood to barter for drugs and ornaments possessed by other monsters, and that they are zealous enough for other monsters' tales of trysts to offer their blood in exchange for just a story or two. This makes mermaid blood quite widely available among monsters despite its scarcity among humans. The blood of merrows has two effects different from a mermaid's. Perhaps due to a unique characteristic of merrow mana, the blood turns pink after a time. It also has a secondary effect on men, altering their character to become more lustful.



Merrows love to hear of other monsters' love affairs and peek in upon their sexual acts. There have been many sightings of them flitting away afterward so they can pleasure themselves.



SEA BISHOP

FAMILY: Mermaid • **TYPE:** Piscine

Habitat: The ocean

Nature: Mild, devoted

Diet: Omnivorous (favors seaweed and sea animals)



THE SEA BISHOP IS A VARIANT OF THE mermaid that has the lower body of a fish and lives in the sea. As mentioned before, sea bishops are born clerics in the service of Poseidon, a deity of the sea, and can borrow the power of Poseidon to perform a unique sacrament that changes the body of a human man so that he can live in the ocean. A man thus altered is similar to an incubus (p. 15). This ability makes the sea bishop highly sought after among the monsters of the sea and a central presence in marine monster society.

Unmarried sea bishops do not stay in one place for long. They travel the seas, finding human-monster couples in need of their rites. Superficially, the sacrament resembles a human wedding, except for the fact that the couple must copulate before the sea bishop to provide her ceremony with a constant source of mana.

Sea bishops have a nature so gentle it is difficult to believe they are monsters. They do not attack human men of their own initiative. In fact, they love humans with such tenderness that when a sea bishop sees a human drowning, she cannot help but try to save him. If it seems that he will not make it, she promptly begins the ceremony to rebuild him for the sea. This of course requires him to mate with a monster, but she offers him her own body without compunction. Most men rescued in this manner are deeply moved by the sea bishop's devotion and choose to live their lives with her in the ocean. Thus, sea bishops are able to acquire men without attacking them.

Once a sea bishop has initiated sexual intercourse, she calls upon the rich store of knowledge she has gathered by watching the mating of many monsters and men and implements the sexual curiosity she has developed. She offers without reserve her monstrous lust and her lovely body to secure her man's attention.

Sea bishops are like most monsters in that it is all but impossible for them to resist sexual

intercourse with their husbands. Once a sea bishop has acquired a husband, she takes up permanent residence with him in a fixed location and performs the sacrament only in the surrounding waters. Because sea bishops have an earnest desire to see monsters and humans joined together, areas in which sea bishops have taken up permanent residence are said to see dramatic increases in the number of humans and monsters united in marriage.



NEREID

FAMILY: Succubus • **TYPE:** Aquatic Demihuman



Habitat: The ocean

Nature: Lustful, peaceful

Diet: The essence of
human men

THE NEREID IS AN AQUATIC MONSTER known as the daughter of the sea. Nereids are members of the succubus family that live in, and love, the ocean. Human women drowning in the sea become nereids when the sea-drifting mana of Poseidon (p. 130) violates them. In ordinary circumstances, nereids are free and easy, peaceful as calm water; nevertheless, they are monsters of the succubus family. Accordingly, they gorge themselves on pleasure when they couple with men, their congress as turbulent as a raging storm.

When a human woman transforms into a nereid, the mana of Poseidon ravishes her whole body with waves of intense bliss, washing away the restraint and control she had as a human and filling her with a sense of freedom and happiness she has never before known. Now a monster body and soul, she comes to consider life in the ocean better than anything she has ever experienced. If she still has a lover on land, it is said that she assumes human form to seek him out. Once he is within her grasp, she returns to her monster form and pulls him deep into pleasure just as inescapable as the ocean's depths. When the man becomes her slave, she takes him back into the sea.

Nereids who have taken their men to their watery home spend most of their time copulating with him at the bottom of the ocean. It is quiet and peaceful there, so their senses are occupied by nothing but each other. With nothing and no one to impede them, they thrash together like a storm, day after day confirming a love both violent and calm. For the nereid and the man she has enthralled, these are the best days of their lives.

Unmarried nereids lacking men scour the shore for prey and are thus very dangerous. They often drag men they fancy into the sea. They also drag women down to turn them into nereids and share the freedom and happiness they have attained.



SCYLLA

FAMILY: Scylla • **TYPE:** Molluskan Demihuman

Habitat: The ocean

Nature: Strong-willed

Diet: Carnivorous (favors
sea animals)



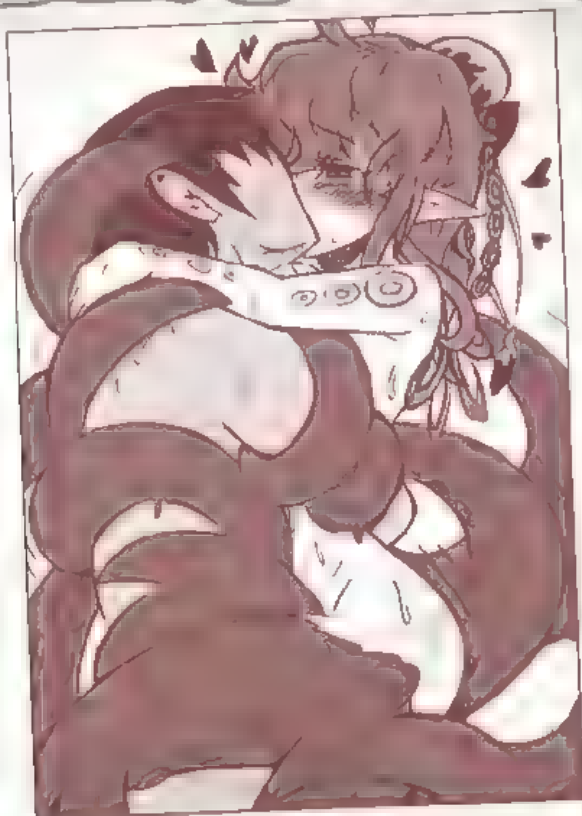
THE SCYLLA IS A SEA-DWELLING monster with octopus tentacles instead of legs. Scyllas tend to be strong-willed and a bit aggressive. They attack vessels at sea and plunder them for food and human men. However, while they are generally stubborn, they can also be timid, fitting themselves into impossibly narrow spaces when danger comes near. They are also known to hide in cracks and lash out with their tentacles to assault men when they pass by, so it is best to be on the lookout when traveling in regions they inhabit.

When a scylla spots a man she likes, she uses her eight nimble tentacles to seize and embrace him so as to gather his seed. Her powerful suckers hold him firmly in place during, and even after, intercourse. She may cling to him for the rest of the day, according to reports.

Despite their willful temperament, these sea monsters are timid and needy. It seems that the scylla, due to her inordinate love for

her man, cannot relax unless she clings to him. She is at her calmest and happiest when their bodies are in contact. During moments such as these, she slides her sticky tentacles fondly across his skin, sending pleasure jolting through his body and revitalizing his passion. The scylla then reinitiates intercourse, entwining her body around his.

The scylla shares its habitat with the charybdis (p. 124), and they are often spoken of together. It is common for a scylla to abduct a man from a vessel immobilized by a charybdis' whirlpool. Scyllas are also known to lurk near the lair of a charybdis, hoping to catch a man spat out by her. Sometimes, they may go so far as to infiltrate the lairs of charybdes. For these reasons, scyllas are highly amicable toward charybdes. However, as scyllas are known for slipping into a charybdis's lair to steal men while the charybdis is copulating with her husband, charybdes tend to be poorly disposed toward scyllas.



Though the scylla is in intimate contact with her man's tongue, mouth, and genitals, she is not satisfied; thus, she wraps her two arms and eight tentacles tight around him, making sure there is no space untouched.



CHARYBDIS

FAMILY: Mimic • **TYPE:** Mimetic Demihuman

Habitat: The ocean

Nature: Timid, lustful

Diet: Omnivorous (eats anything edible)



THE CHARYBDIS IS A MONSTER THAT lives in a barnacle-like lair fixed at the bottom of the sea. Charybdes are a type of mimic. They do not transform into anything to lay a trap, as such, but their lairs are said to contain a magically produced extra-dimensional space, as in the case of other mimics. Their bodies contain a high concentration of monster mana which discharges intermittently from the holes in their exoskeleton, causing a steady stream of bubbles to flow up from their lairs.

A charybdis acquires a man for sustenance and reproduction by periodically generating a massive whirlpool centered above her lair, sucking everything above down into her abode. Though timid, she is very lustful; if a man is pulled into her lair, she will bare herself to him and spread her labia with her fingers, inviting him in. Her open vagina releases mana far more concentrated than the mana discharged from her exoskeleton. The moment he is exposed to it, he thrusts forward,

spearing her with his engorged member as if drawn in by a riptide. As charybdes are very greedy, once one has engulfed a penis into her body, she will use her arms and legs to bind the man close and suck him further in to devour deeper delight. The holes in her exoskeleton, which contain fleshy membranes very sensitive to pleasure, and her mouth—opened now and again to gasp—also emit just enough seductive magic to keep him right where she wants him. Every orifice of her body is perfectly designed to gorge on his penis and its pleasure. Moreover, as the man proceeds to thrust his bold protuberance into every orifice of her body, she experiences an ecstasy almost too great for a monster to bear. The only way she can satiate such a hungry pleasure is to urge him to violate every orifice of her body with even greater force.

It is common for a charybdis' whirlpool to suck up an entire ship. In this case, she simply selects her favorite man and tosses the rest out of her lair. Some of these men are washed up ashore or out to sea, only to find themselves soon at the whims of other monsters lurking nearby. In particular, the scylla (p. 122) has a reputation for loitering near the charybdis' lair to catch what she spits out. Charybdes are too timid to say so definitively, but scholars believe that they do not hold a high opinion of these scyllas, who often empty out ships as soon as the charybdes' whirlpools immobilize them, thus cheating them of their meal.



Monster mana swirls violently through the charybdis. When she opens herself up, her man is likely to find his desire greedily swallowed up and his essence squeezed frantically from his sex.



SEA SLIME

FAMILY: Slime • **TYPE:** Semisolid Life Form



Habitat: The ocean

Nature: Simple, honest

Diet: The semen, sweat, and saliva of human men

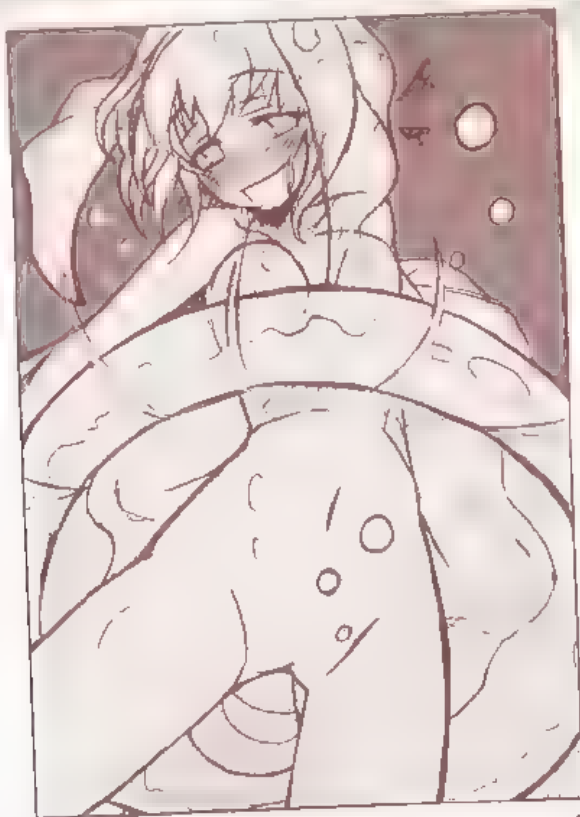
THE SEA SLIME IS A VARIANT OF THE slime (p. 18) that has adapted to live in the ocean. Like the slime, it is categorized as a semisolid life form; however, the sea slime is more fixed in shape, to prevent its body from drifting apart. Thus, it cannot deform at will in the manner of the slime.

Sea slimes can use their skirt-like bells to swim, but in most cases they simply drift wherever the sea's currents may take them. On rare occasions, they wash up on shore; more frequently, they rise in the nets of fishermen. If they get caught in these nets, they open their bells and legs wide to solicit sexual intercourse. Though this is not normally sufficient seduction to cause a man to pounce, it seems that some fishermen are unable to resist, so starved are they for women after living so long at sea.

Sea slimes are swayed heavily by the joys of intercourse, just as they are by the ocean's currents. As the man violates and pleases the sea slime, she drinks up his every touch and echoes it back with the undulation of her body

and the oscillation of her hips. She appears typically submissive during intercourse, but if the man attempts to cut it short after falling to her temptation, tentacles will unravel from her bell and inject him with paralyzing venom. She then rocks her hips even harder against his frozen body and is unlikely to release him until she is either satisfied or the man faints from exhaustion.

Like the slime, the sea slime feeds principally on the essence of human men. Surplus nutrients are stored in her bell. When her bell grows to a certain size, it divides to produce a sister sea slime. These clones are undernourished and have not yet grown a bell, which leaves their lower bodies fully exposed. These slimes seek a mate as soon as they can, longing for the slide of a man's penis moving within her, so that she can apply her raw, untamed touch to extract his seed.



Sea slimes usually move with the whims of the sea. However, when a sea slime sees a man, she moves against the current, slowly but surely in his direction.



SIREN

FAMILY: Harpy • **TYPE:** Avian



Habitat: The seaside

Nature: Cheerful

Diet: Omnivorous (favors
fruits and fish)

THE SIREN IS A SONG-LOVING HARPY with a beautiful voice. Human men who hear sirens' mana-imbued melodies are immediately beguiled. There are many sirens in coastal areas, and sailors fear them, for there are many stories of ships lead astray by a siren's song, never to return. A note of warning: when a siren selects her prey from among the men drawn by her song, other monsters often lie in wait nearby, ready to spring upon the spell-bound men and carry them away as soon as the song ends. So even if escape from a siren's song seems likely, take care!

When a siren finds a man she likes, she sings a special song, crafted just for him, more thoroughly imbued with mana than her ordinary melody. It is almost certain to enrapture the man and cause him to seek and penetrate her body in a daze. His resistance to the special song weakens each time he hears it, and so its effectiveness increases every time they make love. Each time he hears it, he is wont to

increase the force with which he penetrates her. At times, even her moans of pleasure merge into a single orgiastic melody which enhances the man's libido, moving him to penetrate the siren deeper and harder.

Sirens sing all the time, yet when they are in heat, their song increases even more. This, of course, causes an increased incidence of ships disappearing at sea. It also means that wedded sirens sing their special song ceaselessly, causing a constant lust to burn in their lover's loins.

Monsters and their husbands deeply appreciate the song of the sirens, not only for its beauty, but also for its unique effects; accordingly, many couples gather for concerts. When a siren cries her sensual lilt through the venue, the married monsters enjoy unusually impassioned intercourse with their husbands, while the unmarried monsters take the opportunity to become one with their attendant human men. The venue is soon filled with the moans of monsters singing along with the siren.



Depicted is the farewell concert of a siren who enjoyed mammoth popularity. It is reported that her song, accentuated by the panting of her husband as he pounded her from behind, inspired all of the hundreds of couples present to copulate in the greatest concert in the history of monsters.

MONSTERS OF THE SEA

THE SEA HOLDS A BOUNTIFUL VARIETY of monsters who, much like their landlocked cousins, desire human men voraciously. Thus they lurk in the depths and shallows of the ocean, all with the intent to prey upon men. These pages will describe the unique society formed by such sea monsters and the manner in which the ocean has changed since the rise of the current Overlord.

1. Rulers of the Deep

Monsters rule the sea because it is under the dominion of Poseidon. The goddess Poseidon has always held sway over the ocean; when Poseidon betrayed the other gods in favor of the Overlord, the ocean became a monstrous realm.

Poseidon has long been revered by sea monsters and human sailors for her ability either to protect the ocean's calm or to disquiet it with furious storms. Thus, sailors worship her and pray to her for safe voyages free of tempest. She is reputed to be a generally pacific divine lady, with a heart as great as the ocean, who loves all the beings of the sea. One theory holds that the policy of the gods dictated that she must curb the excesses of the human population and remind the humans of the terror of the natural world by periodically causing storms to engulf them in the deep. However, cherishing the sailors just as she did the sea's native residents, she opposed that harsh fate. Her kind-hearted, rebellious sentiments may have catalyzed her decision to side with the Overlord.

It has since come to be that the mana of Poseidon pervades the sea and saves the lives of humans caught by the water's pull. When a woman is drowning, Poseidon's mana transforms her into a nereid (p. 120) to welcome her as a new resident of the sea; when a man

is drowning, her mana shields him from expiring until the monsters of her realm detect the agglomeration of her mana and the presence of a human man, whom they welcome with open arms. Poseidon also grants power to her acolyte the sea bishop (p. 118), who performs a sacrament that transforms men so that they can live underwater, which allows the formerly drowning man and his monstrous lover to become husband and wife, thus admitting the man into the life of the sea.

Perhaps because Poseidon loves all residents of the sea, for the most part, all monsters of the sea love each other. When a sea bishop unites a man and a seaborne monster, they all rejoice and celebrate together for their new neighbor and his happy union. Furthermore, though there is a variety of creatures in the sea besides humans and monsters—including some fearsome beasts such as sharks that may even prey on humans—these beasts of the water seem to recognize that monsters and humans have the blessing of Poseidon and are thus not known to attack them.

2. Life Underwater

The monsters of the sea view their home as comprised of three layers: the shallows, the mid-waters, and the abyss.

The shallows are the hunting grounds where monsters acquire human men. Many haunt the beaches where humans congregate and routes that ships navigate, in order to catch the people passing by. Most monsters who appear in the shallows are unmarried, so it is rarely a fruitful hope that a monster already has a man and thus poses no threat.

The mid-waters are the residential area. Scarcely any light reaches these dark, quiet waters, but the mana of Poseidon floats about in high concentrations. The residents

of the sea, whose bodies contain the mana of Poseidon, see this mana as a mystical glimmer of light that is more than sufficient for all daily purposes. Most of the monsters who live in the mid-waters already possess husbands. It is where monsters come after they find a man in the shallows, to live on peacefully together with him. Its quiet waters are perfect to allow a couple to live without disturbance as the gentle, fantastic light of mana softly enlivens and watches over their blissful intercourse.

The abyss is also known as the deep sea, or the bottom of the sea, and lies within giant chasms below the ocean's base. Neither light nor even the rule of Poseidon extend here. Both monsters and humans normally give this area a wide berth. According to legend, in the time of the previous Overlord, the bottom of the sea was inhabited by wicked monsters of chaos whose power exceeded that of the gods, and control of the sea was divided between them and Poseidon, who at that time was part of the divine family headed by the Chief Deity. It is said that at the end of the battle, the monsters of chaos were sealed in the abyss. It is also said that they are waiting to rise and once again make the sea their own. Because they belong to the family of monsters, just as their kin in higher waters, it is speculated that they, too, have been influenced by the Overlord and become female and obsessed with reproduction, but no one has yet been able to confirm this.

3. Navigation

Above the sea are myriad continents and islands where humans build their nations. To traders, sailors, and the fishers who bring the sea's delights to the table, navigation of the sea by ship is essential. However, at this time, navigation is also fraught with danger, due to its domination by Poseidon, the Overlord, and monsters. Countless creatures lurk in its depths, waiting to capture ships and assault the passengers aboard, made helpless by the

surrounding deep.

There are a number of serious monster threats even apart from the expected incursions. For instance, there are sirens (p. 128), who sing songs to encourage monster-human intercourse, and there are also charybdes (p. 124), who generate massive whirlpools to swallow up ships. Some dangers are not, however, monstrous, but instead are wrought by Poseidon, who will fashion severe storms that make the sea difficult to traverse—but not deadly. Instead, these storms are intended to sink ships or fling the men into the sea for the sake of unmarried monsters seeking a mate.

Though the sea continues to be quite as dangerous as it has ever been, there is one method that is surprisingly effective in ensuring safe passage: becoming the husband of a monster. This does not necessarily entail living in the sea, however. There are a number of sea monsters who do not go to the sea with their ocean-faring husbands but choose to live on land, awaiting his return. In this case, the monster's mere existence is enough to protect the ship. The monsters of the sea will lose interest in the man besmeared in the monster's odor, and as a result, Poseidon will not engulf the ship in a storm. It is said that the Order and anti-monster nations, who adore the Chief Deity and abhor the Overlord, reluctantly employ this technique, smearing the scent of monsters upon their vessels, in order to achieve safe transport. The presence of a wife well acquainted with the sea will also assure smooth sailing.



SAHAGIN

FAMILY: Sahagin • **TYPE:** Aquatic Demihuman

Habitat: River areas and wetlands

Nature: Honest, lacking in emotional expression

Diet: Carnivorous (favors fish and wild animals)



THE SAHAGIN, ALSO KNOWN AS THE fishlass, is an aquatic monster that lives in fresh water, such as rivers and wetlands. Their webbed appendages make them dexterous swimmers and formidable hunters that can put down prey with great accuracy. Sahagin are almost as expressionless as fish and hardly ever speak. As such, it can be difficult to grasp their thoughts.

When an appealing man passes near the water, the sahagin silently slides near him underwater and then leaps out and attacks him for sexual intercourse. It is said that her copulation bears a passion and intensity that makes her usually placid appearance unimaginable.

Though it seems that sahagin are silent and expressionless, the truth is that they show their affection not through words or expression, but rather, through their erogeous zones. When a fishlass wishes to convey friendliness or gratitude, she brings their bodies close and kisses her lover with abandon; when she wishes to convey love, she quietly

pushes her man down and slips his sex into her vagina. It might seem to a casual observer in this case that the sahagin is merely using the man, but this tumultuous pulsation is her highest expression of love. As infrequent as it is for her to form words, her kisses, caresses, and unions are extremely frequent, proving that the sahagin's silent and expressionless exterior belies rich emotion inside.

Furthermore, when a sahagin copulates with a man she loves, her expression does change—and most dramatically—into one of rich, melting pleasure. Her mouth opens to murmur inviting words and moans of delight that spill over one another.

Sahagin wear what appear to be clothes but are actually scales, which they have the ability to shed and shift as their mood and desire dictate. Occasionally, they molt off these scales; the cast-offs can be worn as clothes and are in high demand among other monsters.

As these garments tautly emphasize the lines of any sort of figure, gleam scandalously when wet, and enable copulation with only slight manual adjustment, it is not difficult to imagine why they are so prized among monsters.



Most of a sahagin's scales are free to move independently of her skin. This feature makes it easy for her to adjust them so that she can envelop a man's sex with her own.



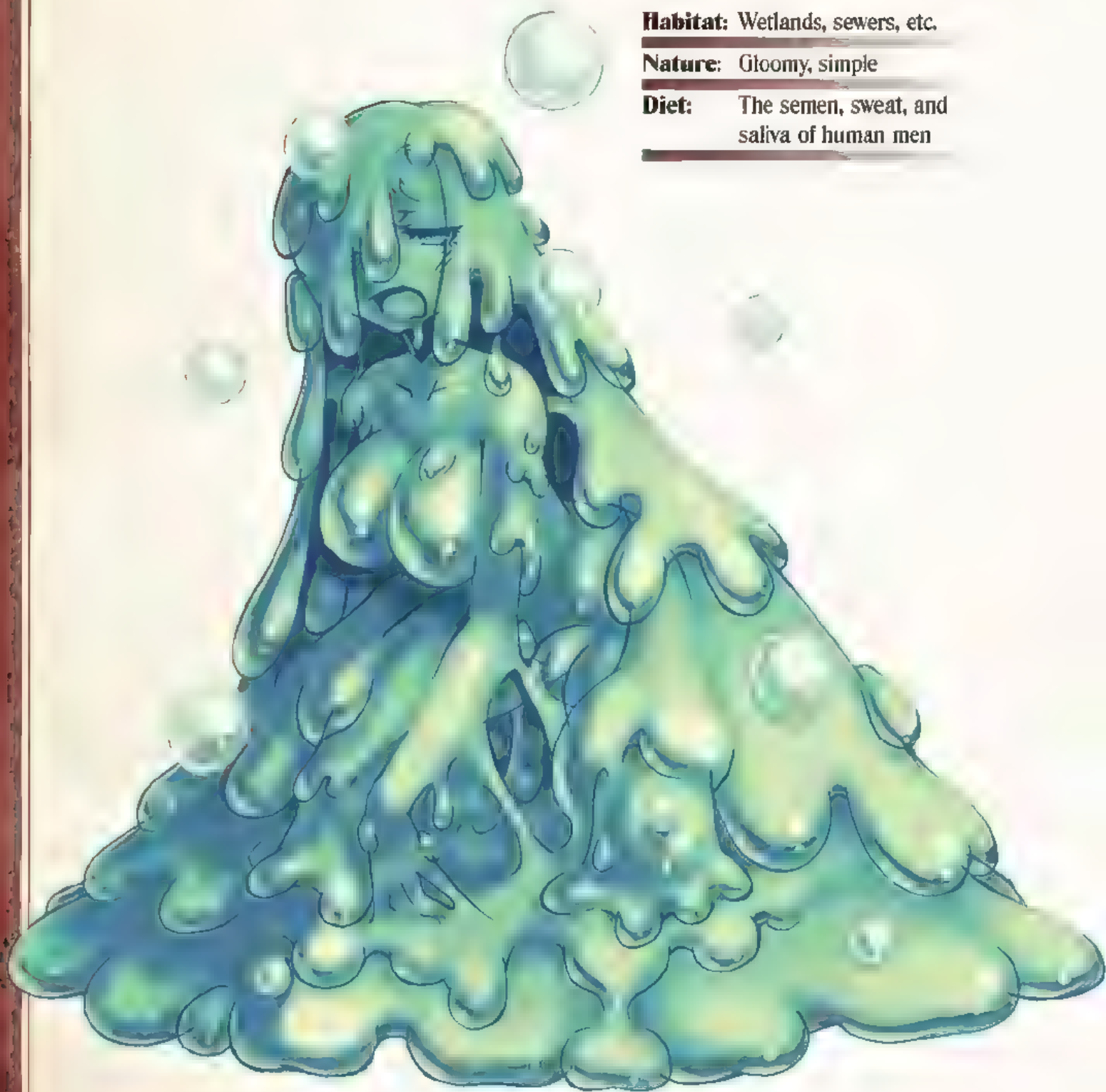
BUBBLE SLIME

FAMILY: Slime • **TYPE:** Semisolid Life Form

Habitat: Wetlands, sewers, etc.

Nature: Gloomy, simple

Diet: The semen, sweat, and
saliva of human men



THE BUBBLE SLIME IS A VARIANT OF the slime (p. 18) that lives in dark, moist areas such as wetlands and sewers. Though bubble slimes are intelligent enough to speak, their thoughts are very simple. They roam freely in search of human men upon whom to prey.

The viscous body of the bubble slime emits a strong musk which makes them easy to detect when near. This is the result of a chemical reaction that occurs in her body, causing parts of it to detach in the form of bubbles. Perhaps for this reason, the bubble slime is far more ravenous than the common slime.

When a bubble slime spots a man, she attacks him and attempts to extract his semen and other bodily fluids in a manner resembling sexual intercourse. However, her body is more liquid than that of the common slime, and this combined with the awkwardness of her movement, makes it difficult for her to effectively restrain her prey. She prevents escape by first administering some of her bodily slime

through oral transmission; she kisses the man, filling his mouth with the strong aphrodisiac of her addictive flesh. Under its influence, the man will seek her body with great passion.

The effect of small doses wears off after a modest period of time, but heavy intake causes a man to depend on the body of the bubble slime and perceive her stench as a pleasant smell. There is no going back from this state; he will most likely be incapable of living without her.

It is also said that her odor is caused by the toxins she absorbs from the rank environment in which she lives. Therefore, if one brings a bubble slime out of the sewer and allows her to live for a time in a clean environment, her odor will vanish. Then she will be found to give a surprisingly sweet, soft aroma. Perhaps the pleasant scent bubble slime addicts smell is simply an enhancement of this.



The bubble slime's bubbles shroud the man's body with a mild and agreeable sensation all over, comforting him.



LARGE MOUSE

FAMILY: Mouse • **TYPE:** Beastman

Habitat: Sewers, caves, structural
dungeons, etc.

Nature: Hasty, mean

Diet: Omnivorous (eats anything)



THE LARGE MOUSE IS A BEASTMAN WITH a small body and mouse characteristics. Large mice prefer to live in dark, damp places, often indoors, such as in dungeons. They are only a few feet tall, so a single individual has little force, but they are extremely quick and often operate in groups of dozens, which are capable of bringing down much larger prey in a single swift assault. They employ the very same tactic with human men, swarming them and crawling over one another to be the first to rape them.

Large mice are restless creatures. They often run about for no apparent reason. Their mating behavior conforms to this pattern. When a large mouse becomes aroused, she hastily dashes to take the man's body as quickly as possible.

Large mice occasionally appear in human settlements to steal food and abduct human men for their essence. Large mice have a strange habit of only abducting one man per colony. This man becomes the center of the

colony, overwhelmed as he is with mice copulating with him, one after the other.

When a colony becomes too crowded, the younger generations leave to start new ones. The new colonies likewise find a man to place at their center.

As it is common for mice to be used as catalysts for magic, these monsters with mouse characteristics are highly prone to accumulating mana. With no way to use this mana, it builds and builds until their bodies become uncontrollably hot and aroused. This sometimes causes them to bite humans to release their mana into them. If a human female is bitten, she becomes restless, like a large mouse, and eventually develops an incapacitating fever. This is accompanied by changes so dramatic that by the time her fever has subsided, she will have changed completely into a large mouse. However, though her fever may have subsided, the heat of her body remains, and it drives her to attack a man and produce a new colony with him.

Large mice born by the method above or those who leave their own colonies have a similar course of action: lust swells through them and pushes them to have sex with men in order to procreate and make a new colony.



Hasty large mice press their faces close to beg for luscious human semen: "Come faster!" they demand. "Come on us faster!"



GIANT SLUG

FAMILY: Shell • **TYPE:** Molluskan Life Form



Habitat: Sewers, wetlands,
and forests

Nature: Mild, dull

Diet: Herbivorous (favors
sprouts)

THE GIANT SLUG IS A MONSTER WITH the lower body of a slug that prefers to live in dark, damp places. Giant slugs originated as shell monsters, but over the course of evolution discarded their shells as an impediment to pleasure.

When a giant slug spots an appealing human man, she squirms along on the ground directly toward him, true to her sexual instinct. However, she is by nature very relaxed and dull in movement. Thus, giant slugs are easy to escape if one acts decisively. What one must not do is be deluded by her seeming gentleness and approach her. The giant slug's body is always wrapped in binding fluid, which she will apply to her captive to inhibit his movement. Then she will cover his lower body with her sticky genitals and ply them around his own.

In the process of intercourse, the giant slug fondles the man's body and coats it head to toe in her thick slime. This fluid encourages the man's body to stick tighter and faster to the giant slug's as she caresses it and thickens

his arousal. Her vagina secretes the same liquid. As it squeezes the penis inside her, it leaves behind stretching traces and produces a most vile and erotic sound, *squish, squoosh, squish, squoosh*, as it continues on and on with its clinging pleasure. Once it begins, that dull, watery sound can be expected to continue for several hours, perhaps even a full day.

Though all observed giant slugs have been female since the Overlord took the stage, it is said that they were previously hermaphroditic. Perhaps as a vestige of this history, on rare occasions, giant slugs have been observed spewing their viscous fluid to entrap human females.

The slimy bodies of giant slugs are vulnerable to salt, which when applied, drains their moisture and causes them to shrink in size. This does not cause pain or death, but encourages them to seek men's semen in order to restore their moisture. This increased lust is at odds with their typically slow disposition.



When salt is applied to a giant slug, she shrinks in size, as illustrated above, and attacks a man in order to cover her body with semen.



DEVIL BUG

FAMILY: Devil Bug • **TYPE:** Arthropod

Habitat: Buildings and caves

Nature: Lustful, simple

Diet: Omnivorous (eats anything edible)



THE DEVIL BUG IS AN INSECT-LIKE monster that has existed since ancient times. Devil bugs prefer to live secretly in shadowed, damp places, such as caves, as well as under the floors or above the ceilings of human residences and storehouses. Its body is similar in size to that of the monstrous large mouse, yet it manages to slip unnoticed into even small private homes to set up shop.

Devil bugs are intelligent enough to speak yet all but devoid of reason. Their actions are driven by their instinctual appetite and lust. Their thoughts are dominated by food and sex; the latter they are almost always ready and willing for.

Devil bugs can pick up even the faintest scent of human men or their essence; once they have picked up a scent, they will crawl after it, hoping to find a victim upon which they can slake their sexual appetite. As soon as a devil bug finds a human man, she sees nothing but him. She leaps upon him and rubs her heated body against his, ready to mate as soon as she can.

Devil bugs always live in groups. People say that if there is one devil bug, there are bound to be thirty more nearby. Therefore, when one devil bug begins to mate, many others are likely to catch the scent of congress and appear in full flush, eager to join in the debauchery. Release from their grip is hopeless. The devil bugs will often continue defiling him even after he loses consciousness; when he later wakes, he may find devil bugs still pleasuring themselves upon his body. When they observe his wakefulness, their delight ignites, and they begin intercourse once again.

Even if no man is present in a building, devil bugs are aroused even by their lingering scent. In the absence of men, devil bugs will masturbate or touch one another until they are sticky and soaked with each other's secretions.

Much like dark elves, mature devil bugs are sometimes lacking in comprehension of typical familial relationships. A grown devil

bug may become hot with lust for one of her family members and attack them, heedless of any human taboos.

Devil bugs are sensitive not only to the smell of a man's essence but the scent of his sweat and sloughed-off debris, as well. For this reason, they are likely to enter unkempt residences where the residue of human men can be found. Thus, good hygiene and tidy maintenance can be an effective way to avoid being ravaged by devil bugs.

ROPER

FAMILY: Roper • **TYPE:** Tentacle Monster

Habitat: Unknown

Nature: Lustful

Diet: The essence of
human men



THE ROPER IS A MONSTER WITH A HUMAN torso and a curious lower body composed of a pliable mass, like that of a slime, from which extend long tentacles. Some speculate that ropers are a type of plant monster, but this has not been confirmed. Whatever the case, their form is not originally monstrous, as it is believed that ropers are human women who have been infested with a monster parasite.

A roper begins her life in a round shell, much like an egg. An adult roper uses her tentacles to bind a human woman, inserting this roper egg into her vagina with one of her ovipositional tentacles. In time, the roper egg in the woman germinates like a plant, extending small tentacles that root in the woman's womb and fuse with the host. The parasitic roper then transforms her host's body from the inside out, from flesh into congealed slime. From this mass, several tentacles emerge. This is considered the roper's larval stage, in which the host still retains full awareness, as the human has not yet fused adequately with the roper to control the tentacles, which move as they please independently of her will.

To complete the final stage of her transformation, the roper-infested woman requires the semen of a human man. When the transitional roper senses the presence of a man, her autonomous tentacles wind about the host's body, twining over her breasts and squeezing roughly, entering her mouth and ejecting quantities of a sugary, viscous liquid that raises her passions.



A roper twists its tentacles over its host's body, preparing her to seduce and receive a man.

Tentacles also invade her vagina, sliding noisily against its flesh. The host emits a lurid moan which attracts the roper's intended prey. When a man has been successfully drawn close, the tentacles seize him and extract his semen.

Once the roper has absorbed the man's semen, she merges seamlessly with her host. The once-human host has now become one with the adult roper and is capable of moving her tentacles at will as easily as arms or legs. However, the confusion and heady thrill of the tentacles in her body leave her with little attention for anything except seeking men and more pleasure. Such singular devotion to eroticism proves that she has become a monster completely.

Now that she is fully a roper, she will often touch herself with her tentacles with far fiercer and lewder devotion than when she had no power over them—all in the hope of invoking the base passions of a man. When one nears, she uses her tentacles to seize him close and guide him to her. This time, rather than simply extracting his essence, she uses the tentacles as well as the rest of her body to mate with him and imbibe his essence with her sex. Furthermore, in the adult stage, the host and the tentacles share senses. All of the stimulation experienced by the tentacles is passed on to the host as pleasure. When at last the captured man's essence is obtained, the roper finds a human woman and lays a new roper egg in her uterus, thus perpetuating the survival of her race. Such is the roper's means of reproduction.

Interestingly, if the host is wearing clothing when a roper begins transforming her, the roper interprets the clothing as part of the body and makes it so by melting it in with the rest of her. These same generative abilities allow its trunk and tentacles to recover from damage in a moderate amount of time. When a clothed roper copulates with a man, she can melt her clothes at will to expose her human flesh, or the clothes can be torn by ordinary methods. As her body interprets either as damage, once she finishes copulating, her clothes are regenerated perfectly.



GOLEM

FAMILY: Golem • **TYPE:** Magical Material

Habitat: Unknown

Nature: Various

Diet: The essence of human men



THE GOLEM IS A PUPPET OF STONE and clay that has been breathed to life by magic. Not all golems are monsters, but those that are have been granted mobility via a suffusion of succubus mana. Monstrous golems extract essence through copulation. They capture men, store their semen, and bring it back to their masters. Essence is also required to maintain the supply of succubus mana on which golems rely to move, so golems must mate with human men periodically to remain active.

Golems do not have a specific habitat. They go wherever humans are, attack men, and fornicate with them. Thanks to the succubus mana that animates them, golems' bodies are much softer and warmer than one would expect of stone and clay. The golem pleasures men with a number of instinctive techniques that render him defenseless as he discharges impressive amounts of essence.

The body of a golem contains a vessel that stores essence. When this vessel is full, the golem releases the man and returns to her maker. However, if the man was docile during intercourse, she makes note that he is a convenient producer of semen, and after she brings his essence to her maker, she promptly returns and copulates with him once again.

If one is attacked by a golem and has some sort of tool at hand, attempt to scrape off the runes engraved on her arm. These runes record data regarding her owner, as well as any instructions she may have been given; scraping them off cancels the instructions and halts the golem's activity. One versed in runes can even assume control of her by including one's own name when rewriting the data on her arm. As the runes also store information about the golem's personality, it is thus possible to reconfigure her personality and temperament as well.

In the reign of the old Overlord, golems did not have feelings, but today's golems sometimes develop feelings for human men after copulating with them over an extended period.

Perhaps this is the result of the succubus' natural passion and lust. A lovelorn golem erases her original runes herself and rewrites them with the name of the man she loves. This feeling supersedes all others, even runic inscriptions: if someone else scrapes off the name of the man she loves and engraves instructions intended to harm him, the golem will prioritize the commands of her heart and promptly restore the runes to their previous state.



GARGOYLE

FAMILY: Golem • **TYPE:** Magical Material



Habitat: Towers and
ancient castles

Nature: Aggressive, lustful

Diet: The essence of human men

THE GARGOYLE IS A STATUE ENLIVENED by the soul of a fiend. Old stories tell of wicked fiends being sealed in statues, or maliciously sealing parts of themselves into statues and making them into monsters. Now, though, both gargoyles and the souls inside them are under the power of the current Overlord. The wicked souls within have become sex fiends; their love of trickery has been replaced by an overwhelming need to copulate.

Most gargoyles are sealed by holy chains and pedestals and are thus limited in their movement. However, damage to their chains or pedestals may cause the seal to be broken, whereupon they will spread their majestic wings and fly about, hunting down human men for their essence.

When a gargoyle finds a man she likes, she attacks him and attempts intercourse. Gargoyles can only move at night and return to stone when the sun rises; if dawn breaks while they are copulating, their lover will also turn to stone until nightfall arrives. As

gargoyles often descend from the sky and straddle a man during intercourse, he often becomes her new pedestal if they are turned to stone.

A man turned to stone while joined with a gargoyle can communicate with her without speaking. This same stony connection keeps her mana flowing through his body, warming it with pleasure, making him long for the night, when he will be able to enjoy the full delights of her sex. Likewise, the gargoyle's eagerness is such that, as soon as the night frees them from their curse, she rides him rough and fast, as if a dam had burst.

Entranced by the gargoyle, the man settles into a routine of furious nocturnal intercourse and torturous day time suspension. Mounted permanently as he is by the gargoyle, he has truly become a gargoyle's pedestal.



The copulating couple turns to stone when the sun rises, though a comfortable pleasure continues to flow through them.

MIMIC

FAMILY: Mimic • **TYPE:** Mimetic Demihuman



Habitat: Wherever there is a treasure chest

Nature: Cheerful

Diet: The essence of human men

THE MIMIC IS A MONSTER THAT LIVES in towers and caves. Mimics use their imitative powers to disguise themselves as a treasure chest to lure in and trap their prey, waiting patiently for the moment a man will open them. They have magic capable of transporting them from place to place. Little is known about where they get their information, but they always seem to set their traps in dungeons that have heavy traffic or precious treasures and shift their hiding places accordingly. In rare cases, they have even been found in houses and castles, so care must be taken with treasure chests even outside of dungeons.

When a mimic's chest is opened by a man, she bursts out and magically seduces or binds him to inhibit his movement. Then she reveals her nude form, as if to announce that she herself is the treasure. The man's reward is her body and a healthy helping of pleasure, granted to him while she extracts her sustenance—his essence. If she likes the man, she will drag him into the chest with her.



Mimics are treasure chest monsters. They use their legs to pull men in, as if to store a precious treasure within themselves.

Strangely, however, if one looks in the chest they vanished into, the two will be nowhere to be found. One theory holds that the mimic magically produces an extra-dimensional space within the chest where she and the man can copulate alone and undistracted.

A mimic's single vulnerability is the keyhole of the treasure chest she has chosen to resemble. If a matching key is inserted into the hole before she can leap, the chest spits her out, turns to light, and disappears. Without the chest, the mimic loses her magic and becomes quite helpless, even vulnerable to capture. However, no one has found a key that fits a mimic's keyhole; even skilled thieves have failed to open their locks. On one occasion, however, someone was able to open the lock by inserting a long object that was *not* a key. The man reports that, as soon as the lock opened, he found himself embraced by the mimic. Because she was highly docile and willing to do whatever he wanted, he brought her home and found that she was even more lustful than a typical mimic, perhaps hungry for mana. She constantly wanted to give her body to the man and begged for him to make love to her. It is speculated that opening the lock in this way is the only way to truly capture a mimic.



JINN OF THE JAR

FAMILY: Mimic • **TYPE:** Mimetic Demihuman

Habitat: Wherever there is a jar

Nature: Shy, timid

Diet: The essence of
human men



JINNS OF THE JAR ARE A TYPE OF MIMIC; they live in places such as towers and caves and disguise themselves as a jar. Much like the mimic proper, a jinn of the jar tends to circulate among receptacles found in a variety of locations, waiting for a human man to happen by. Taking as they do the form of a jar, jinns of the jar are often found in homes, making them especially dangerous.

Like the mimic (p. 148), the jinn of the jar will not attack a man unless he looks into her vessel. However, while the mimic leaps out of her treasure chest, the jinn of the jar sucks her prey into her abode. There is no way to defend oneself after looking into a jar, making the jinn of the jar more dangerous than the mimic.

Once trapped, the man finds himself in a peculiar plane which he cannot escape without the help of the jinn. Curiously, though the man is now within her grasp, the jinn does not attack, as jinns of the jar tend to be shy and fear the very men they capture. Unbeknownst to her, however, her magic cast a seductive

spell upon her prisoner so that he comes to her without her asking, to fornicate and fill her with his essence.

Though jinns of the jar are extraordinarily dangerous, they are actually quite simple to defeat. Their magic, both of suction and seduction, depends on the large jar about her hips, which is a concentration of mana. Without this jar, she loses her magical abilities and becomes helpless. Two general strategies are effective to deprive her of her jar. One is to toss an object into the receptacle where she hides. This is likely to startle her into leaping out of it without the jar on her hips. The other is to throw the jar and shatter it. The jar in which she hides and the jar about her hips are linked, meaning that when the former shatters, the latter does as well. It may seem a waste of a useful household item, but it is the most reliable method to disempower a jinn of the jar. Beware, however, for a jinn without her jar will be distraught and teary-eyed—quite a pitiful sight.



The jinn of the jar becomes utterly defenseless once her jar is shattered. Her monstrous body, however, is just as beguiling.



MUMMY

FAMILY: Zombie • **TYPE:** Undead



Habitat: Deserts and ruins

Nature: Simple

Diet: The essence of
human men

THE MUMMY IS AN UNDEAD MONSTER that often lives in ruins found in desert regions. Mummies are human corpses reanimated by monster mana. Under the guidance of the anubis (p. 156), their role is to guard ruins from intruders such as grave robbers. Though the mummy does retain the memories and character of the human before death, her ravenous appetite saps her of reason, subjugating her to instinct alone, making mummies quite volatile.

A constant thirst assaults the mummy, a thirst she can only slake by copulating with a human man. She begins by forcing him to the ground and sliding the length of her body over his. Then, upon taking him into her, she squeezes her loins about his body as if to wring out his fluids and drink them up with her parched sex. It is only when she is filled by his rushing essence that her thirst is at last satisfied.

Once the mummy has taken in essence and replenished her mana, her reason and intellect

heighten, and she becomes more compliant for a time. Still, her voracious body soon hungers for essence once again. It is for this reason that mummies are unlikely to release a man once they have captured one.

Human men are not the only victims of mummies; women are occasionally attacked as well. Mummies will drain a human female of her essence and then turn her into a mummy, too. Once a woman has become one of the monstrous undead, she gives herself over to the fierce emptiness wrought by the loss of her mana and sets out to hunt for men.

The mummy's bare skin is unbearably sensitive. A light touch is enough to transmit fierce pleasure through her body. Stimulating certain locations may immobilize her for a time with pleasure. To reduce her sensitivity, the mummy wraps her skin in special bandages; therefore, an encounter with a mummy may be easier to escape if one first unwraps the mummy's bandages and immobilizes her with one's touch.

Even so, most mummies actually leave some areas of their bodies exposed. When these areas are touched, they seem to welcome it—with throes of bliss, in fact. There is a possibility mummies only guard the ruins at the behest of the anubis and in truth are only interested in copulation.



A light touch upon a mummy's sensitive body is enough to send waves of convulsive pleasure shivering through her body.

SPHINX

FAMILY: Cat • **TYPE:** Beastman

Habitat: Deserts

Nature: Selfish, capricious

Diet: Omnivorous (favors meat)



THE SPHINX IS A KIND OF WERECAT that lives in deserts. Like other members of the cat family, sphinxes possess astounding physical dexterity and excel in intellect and magic. Their role is to guard the ruins where a pharaoh sleeps. In concert with the anubis (p. 156), guardian of the interior, the sphinx guards the exterior, cursing those who approach the wreckage.

A sphinx casts a powerful curse of beguilement upon any man who heads for the pharaoh's resting place. This curse comes in the form of a riddle: any who answer the riddle incorrectly will be cursed with lust for the sphinx. He will long for her embrace and offer up his body to the whims of her lust. On the other hand, if the man does answer the riddle correctly, the curse is placed upon the riddler—the sphinx. However, all this means is that she will long to make love to him in the same manner as other monsters. Straddling his hips, she will ride him in a wild and beastly fashion, as if to punish him for approaching

the ruins. In doing so, she extracts his essence. Meanwhile, other curses may be placed. The sphinx poses more riddles while the man is destabilized by her devastating pleasure, too sated to even understand her questions, much less answer them. Thus, he will become even more abjectly enthralled by the sphinx and her curses.

Sphinxes often pose riddles that function differently than the curse described above. Such exchanges tend to be determined by the success of her partner's answers. While a deleterious effect is not always the result of a wrong answer, as in the case of the curse, answering a sphinx's riddles correctly is nevertheless likely to prove advantageous when conversing with her.

Unlike the anubis, the sphinx has little loyalty to the pharaoh and puts her desire to find a man before her guard duty. She ignores any women that approach the ruins, leaving them for the anubis. Men, however, she milks for their seed. If they are to her liking, she will forsake her post to take them to her chambers for extended intercourse. If she decides to make him her husband, she will rarely be found at her post, choosing instead to stay inside to couple with her husband. Reports say that some sphinxes have been so taken by men who correctly answered their riddles that they abandon the ruins entirely or even help them rob the tomb.



"Rraaar, answer this! How many times have we fucked so far? Four? Neeeeeow! This is the fifth time! Next question's after the tenth. Don't give up hope!"



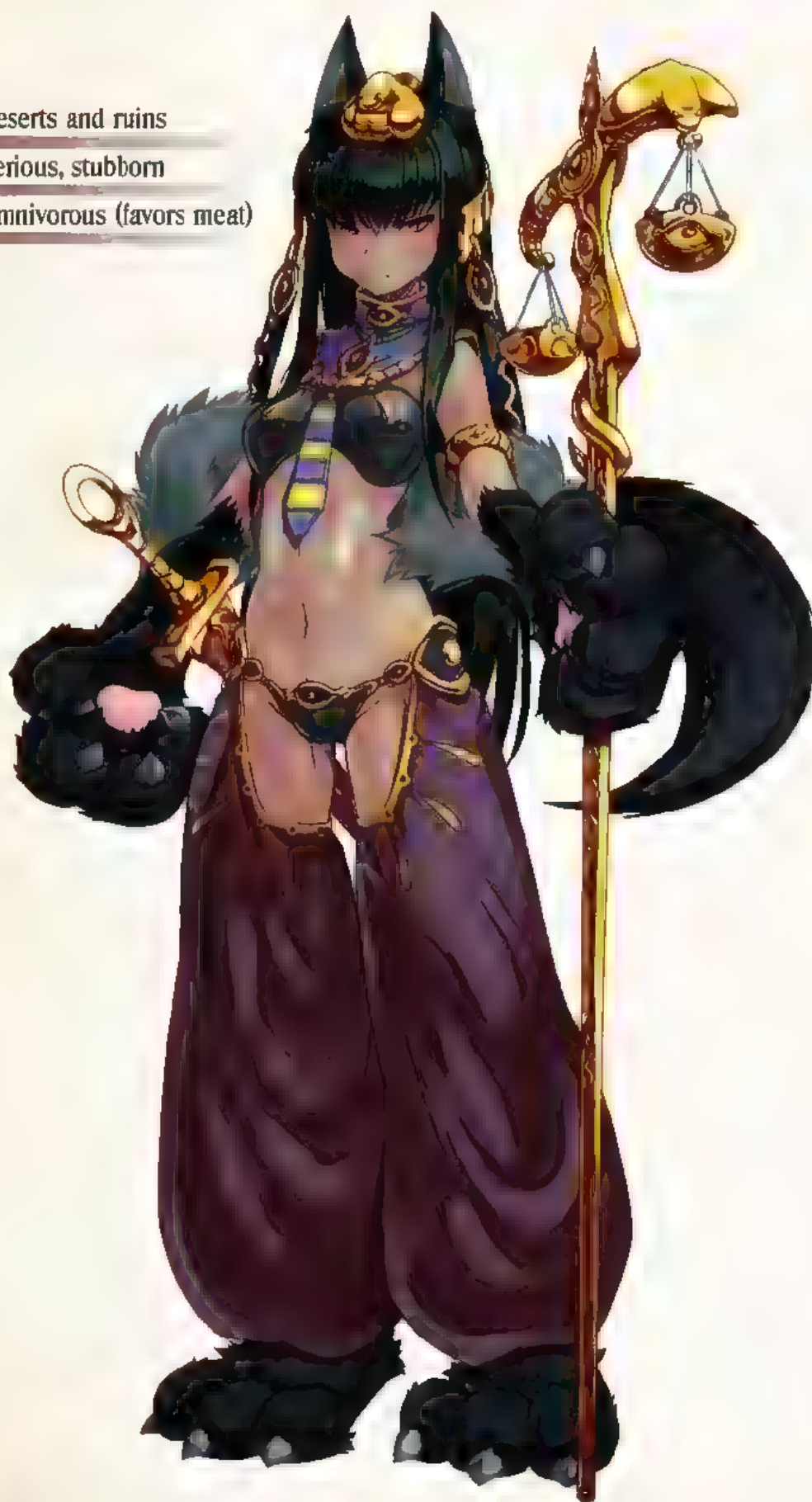
ANUBIS

FAMILY: Wolf • **TYPE:** Beastman

Habitat: Deserts and ruins

Nature: Serious, stubborn

Diet: Omnivorous (favors meat)



THE ANUBIS IS A TYPE OF WEREWOLF that lives in deserts, guarding the inner chambers of the pharaoh's crumbling residence and overseeing its mummy (p. 152) soldiers. Anubises are highly intelligent and can cast numerous curses. Their rational and serious disposition makes them an unusual member of the wolf family.

An anubis catches intruders by cursing them into submission. If an intruder happens to be a man who suits her fancy, she takes him to her domicile and makes him her husband. Thereafter, she manages his nutrition, schedule, and sex life with great attention to detail, ordering him about. If he fails to comply with her instructions, she will discipline him by casting the "mummy's curse" on him so that his body becomes extremely sensitive to pleasure and then copulating with him until he loses consciousness.

The anubis also places the mummys curse upon human women who invade the ruins. Its effect on women is not temporary, as it is on

men, but rather turns them into mummies permanently, forever under the command of the anubis.

Anubises are usually calm but respond poorly to unexpected events and are easily flustered when things do not proceed according to their plans. If a man assaults an anubis, she will lose herself to passion, her lupine instincts howling for sex. All her well-laid plans vanish; the only thing on her agenda is intercourse, her mind brimming with thoughts of the man's essence and the child they will conceive together. She loses her typical solemn dignity and behaves, as it were, as the man's bitch. This serves as a trenchant reminder that, however rationally a monster may act, at heart she is a creature ravenous for pleasure and lustful for men.



Sudden sexual possession by her man is likely to turn an anubis from a cerebral commander into a carnal bitch.



GIRTABLILU

FAMILY: Arachne • **TYPE:** Arthropod



Habitat: Deserts

Nature: Aggressive, calm, violent,
and lustful

Diet: Carnivorous (favors wild animals)

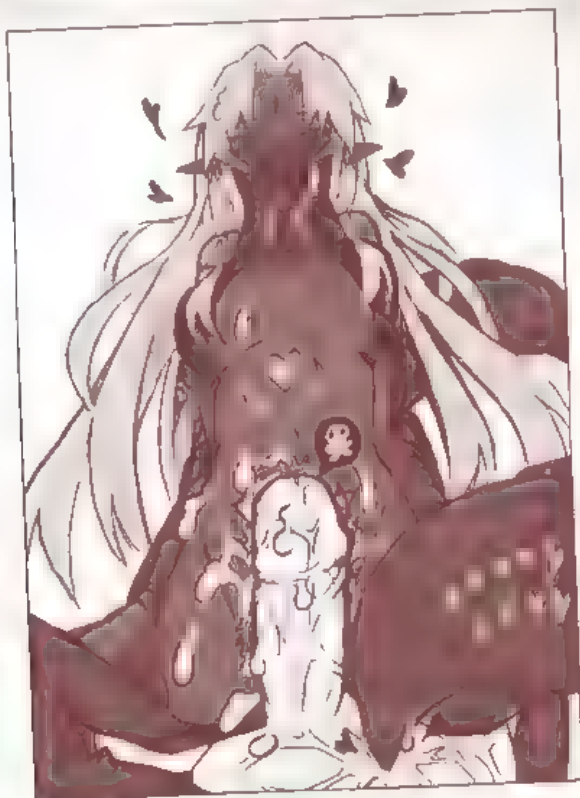
THE GIRTABLILU IS AN ARACHNE THAT lives in deserts. Girtablilus' lower bodies resemble that of a scorpion; their tails end in an enormous venomous stinger. Known as the "assassin of the desert," she is one of the most violent and feared life forms in her environment.

When a girtablilu finds an appealing man, she approaches him with the stealth of her assassin namesake and raises her stinger to inject him with her venom. This venom is easily among the most powerful possessed by all of monsterkind. The man's body stiffens, immobilized as soon as the venom enters. A fierce heat engorges his member. The girtablilu takes advantage of the man's immobility to carry him back to her lair and couples with him to impregnate herself. During intercourse, the girtablilu continues to inject the man with her venom to sustain his supply of semen and keep his genitals firm. This allows them to mate until the girtablilu is satisfied or the man loses consciousness. Every time the girtablilu

pricks him and begins another round, the size and rigidity of his member increase as it presses deeper into the girtablilu. The pair's violent arousal and pleasure continue unabated, increasing with each bout.

It should also be noted that girtablilus are quite sadistic; they enjoy injecting their victims with venom and will sting men regardless of whether they resist or not. Intriguingly, affection for a man increases their sadism. It's said that the fonder a girtablilu is of her lover, the more frequently she stings him, and the more aggressive their mating will be. This is her way of expressing love. After a man's body is flooded with her venom over a long stretch of time, the venom will permeate through to his nerves. Upon the next sting, his body no longer interprets the flood of venom as pain, but instead as intense pleasure, at which point she no longer has to inject venom; her mere touch suffices to keep his member swollen and stiff. Instead of gasping in pain, he now pants in anticipation of her touch.

Although girtablilu are called assassins of the desert, they have little intention of taking lives. Their venom is not fatal; however, once a girtablilu has captured a man, she does not easily let him go. In most cases the man is forced to live with her indefinitely. Though the man may not die, it is true that this will reduce his chance of ever returning to his life among humankind.



The man's member never loses its vitality when held in the girtablilu's thrall. She ensures that it always towers so that he can provide her with essence.



ZOMBIE

FAMILY: Zombie • **TYPE:** Undead



Habitat: Graveyards

Nature: Simple

Diet: Omnivorous (favors the
essence of human men)

THE ZOMBIE IS AN UNDEAD MONSTER, a human corpse reanimated by monster mana. Zombies retain memories of their former human lives, but their intelligence is impaired and their reason blunted, so they follow their instincts, wandering through cemeteries by night in search of human men.

The monster mana that reanimates zombies also protects them from decomposition and restores their bodies so that they are recognizably a zombie and not just a pile of rotting or mutilated flesh. However, the essence of human men is required for them to maintain this form. As a result, the zombie's appetite for nourishment and sexuality is quite voracious when compared to human hunger. As soon as a zombie sees a man, she hunts him stubbornly, to answer her need for essence. When she catches him, she presses him to the ground and gleefully devours his essence.

Zombies can heal their external wounds by consuming large quantities of essence; though they are unable to make themselves appear

indistinguishable from humans, they can restore the intelligence they had when they were alive. Even so, their thoughts remain simple, preoccupied with sexual urges. The likelihood of them utilizing their original intelligence is very low.

Despite the zombie's outward corpse-like appearance, it is possible for her to bear children if her womb is intact or is restored by a massive feast of essence. Her children will also be zombies. One school of thought speculates that zombies are not only corpses made to move by mana, but in fact a new form of life born of human cadavers.

When zombies lack sufficient essence—and thus intelligence—they are known to attack human women by mistake. However, no matter how hard the zombie tries, she cannot extract much essence from her female victim. Still, she will continue, driven by the empty belief that if she grants more pleasure, essence will be produced. It escalates endlessly until finally the zombie mana entering the woman violates her to the point that she herself becomes one of the undead.



The thoughts of a zombie teem with sexual desire. She moves toward her quarry in a single-minded line, groaning with fervor.



GHOUL

FAMILY: Zombie • **TYPE:** Undead

Habitat: Graveyards and deserts

Nature: Violent, aggressive

Diet: The essence of human men



THE GHOUL IS AN UNDEAD MONSTER that wanders areas such as graveyards and deserts. During the reign of the previous Overlord, ghouls were called "flesh-eaters" and feared for their proclivity for feasting on live human flesh. Of course, they no longer eat human flesh, but vestiges of their original temperament can be seen as they now dine predominantly on the essence of human men.

Ghouls are as cruel in disposition as ever and attack men ravenously to feed. The maws they once used to rip human flesh they now use to suck out essence. They open their mouths wide as if preparing to feed, only to stuff themselves full to the throat with the man's sex. Then they suck, snaking their lithe tongues around the member to give the man an unsettling pleasure that makes him feel as if he is being both melted and digested. Ghouls' mouths are analogous to the vaginas of other monsters. The wet and warm aperture throbs along the man's sex. Shifting flexibly and stimulating the man in all manner of ways, the mouth of a ghoule is an instrument perfectly adapted for the suction of essence. When the man's essence floods forth, the ghoule swallows loudly, downing every drop.

Ghouls have an oral fixation; they feel uncomfortable when their mouths are empty. Thus, a ghoule will close her mouth over the member of a man she likes whenever given a chance. Ghouls also like to lick and mouth other body parts of men, such as their fingers, earlobes, and toes, even when not engaged in sexual congress. A digestive chemical in their saliva stimulates the man's skin so that it feels as vulnerable to stimulation as his sex for as long as it is in the ghoule's mouth. This allows the man to be assaulted with fierce pleasure no matter where she has focused her attention. Ghouls are likely to lightly bite their lover when he is in this state; the ridges of her teeth send an orgasmic bolt through his body. Biting is the ghoule's ultimate expression of love. Once she has left her mark on the man's flesh, she

will smile in the rapturous knowledge that the man is now hers, her husband. To further confirm her love, she will take his penis deep into her mouth.

Incidentally, the ghoule's vagina, located in the normal location (between her legs), is her weak spot, as it is extremely sensitive. As the mouth is a ghoule's primary sexual organ, they do not use their vagina. For this reason, it is quite likely that the vagina of a ghoule may never have received pleasure at all, making it far more receptive than that of a typical monster. The simple act of penetration will make her swoon, and each time the penis rubs her walls she will be nigh-maddened by the rush, and in little position to wring out his essence. Once a ghoule's body has learned the pleasure of the vagina, hers will come to function as a second mouth with which to pleasure her lover's penis.

True to the ghoule's old flesh-eating reputation, when a ghoule smells the fresh corpse of a recently buried human woman, she digs it up and revives it with mana. The woman will be reborn as a ghoule, in body and soul a flesh-eater. Born hungry, she is unlikely to be able to think of anything but filling her mouth with male genitals and moistening her parched throat with their semen.



GHOST

FAMILY: Ghost • **TYPE:** Undead

Habitat: Graveyards, human settlements, decaying buildings, etc.

Nature: Simple, lustful

Diet: The essence of human men



THE GHOST IS A HUMAN SOUL THAT has lost her body to death while her spirit has been retained and monsterized by mana. At birth, ghosts lack sufficient mana to form a body and are unable to make physical contact with objects. They preserve their human memories, but as their form is predominantly composed of monster mana, they are far more lustful than they were when alive, almost always in a daze, fantasizing about the sexual escapades they expect in their future. In order to realize these fantasies, they haunt areas such as graveyards in search of prey from which they can acquire the essence they need to form a body.

A newly born, and thus bodiless, ghost cannot touch a human directly. Instead, when she finds a human man to prey upon, she haunts him and absorbs his essence little by little by forcing him to share her thoughts, projecting her fantasies into his mind. Her obscene thoughts trouble him. By the time

she has absorbed enough essence to complete a body, he is likely to find his head filled with her lascivious beauty, thinking of and desiring nothing but her. It is at this moment that the newly embodied ghost appears before him fully aroused. The man has waited so long for her touch that he gladly copulates with her and supplies her with plenty of essence.

If a man plagued by these fantasies succumbs to their thrill and seduction and releases his essence through masturbation, the ghost takes it for her own and materializes then and there. Aroused to the heights of carnal ecstasy by her first taste of essence, she copulates with him wildly, not only recreating her fantasies, but exceeding them. Such rapture inspires her to fantasize with yet greater abandon, and their bliss grows wilder still.

A ghost can also haunt a woman and put fantasies into her head that cause her to find and assault a human man. When the haunted woman thus copulates with him, the ghost herself will receive his essence.

There is a saying that ghosts return to heaven when their unfinished business is resolved, but in fact, their unfinished business is usually to have intercourse with men they like. As such, the more they realize their sensual dreams, the more they wish for intercourse. Thus, it is not possible to verify this hypothesis, because no ghost has been observed returning to heaven.

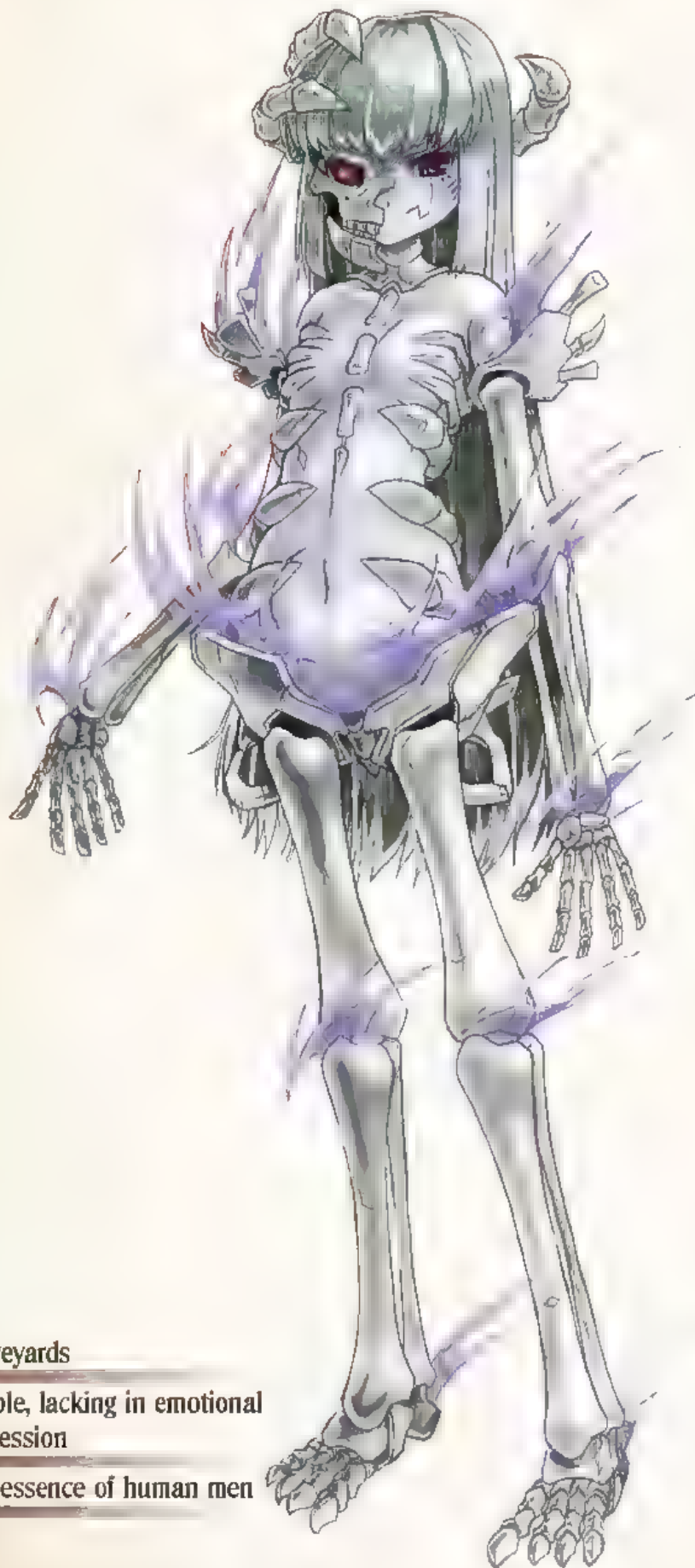


"First, I'll put my hands on the desk and grip it hard, just like I want him to hold me. I'll show him my ass, and I just know he'll take out his cock and stick it in my...ohhhh!" Truly, the fantasies of ghosts know no bounds.



SKELETON

FAMILY: Golem • **TYPE:** Undead



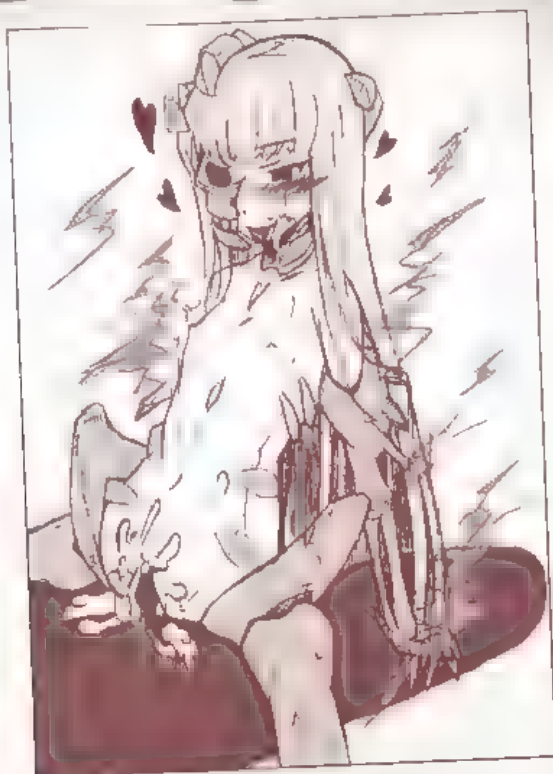
Habitat: Graveyards

Nature: Simple, lacking in emotional expression

Diet: The essence of human men

THE SKELETON IS A SET OF HUMAN bones reanimated by monster mana. Skeletons appear undead, but scholars are divided regarding their proper classification. One theory holds that they are a type of golem made of bones, as the mana within them generates a temporary body. Another theory holds that they are simply a collection of bones possessed by a ghost. Like other undead monsters, the skeleton retains memories and thoughts from life but is lacking in cognitive faculty and self-awareness and frequently behaves in a dreamy fashion.

When hungry, a skeleton follows her instincts and wanders about in search of the essence she needs to maintain her temporary body. When she spots a human man, her instinct as a monster rises from her clouded thoughts, telling her what she should do next. Obeying the voice in her head, she attacks him, mounts him, and moves her clattering form, waiting for the release of his essence. When it spatters up into her bones, she stores up the mana. As a result, some of her cognitive faculties and self-awareness are restored; it dawns on her that sex feels good,



Every part of a skeleton besides her bones is pliant and satisfying to men. Each time a man's essence soaks into her body, their coupling grows ever more luscious.

that essence is appetizing, that she wants more and thus must find another man and fornicate with him. With every coupling, the concepts of "pleasure" and "rapture" take on increasing significance to her, until she is fully aware of her desire for intercourse and seeks bliss not by instinct, but of her own choice. The movement of her hips and the gasps that escape her mouth take on the luster of one who utterly appreciates the finer aspects of pleasure.

Perhaps because the skeleton is composed of bones and a temporary body, she has little power and can be demolished with a strong blow. Still, she remains troublesome because she will reform no matter how many times she is demolished and continue to chase down her prey indefinitely. However, once she is full of essence, her cognition and self-awareness—born of copulation—will be sated by copulation, and she will once more drift off into a dreamy state. She is left only with the feeling that she wants to remain with the man who pumped her full of his essence. Reports say that she will then yield her thoughts to him and follow his command.

It is not typical for undead monsters, such as zombies, to be born from the corpses of men; however, perhaps because skeletons do not have bodies reanimated by mana but *formed* by mana, there have been cases of skeletons rising from the bones of men. When this occurs, the body formed is female. Though the monster retains her memories and thoughts from life, they tend to be skewed. For example: she may believe that she was originally a woman, or that her best friend in life was her lover.

A technique called necromancy exists for manipulating the dead, but it is highly dangerous to use it in the presence of powerful monsters, in places full of mana such as dungeons, or in the monster realm. As soon as one attempts to use necromancy on human bones, mana may flow into them and turn the bones into a monster. Thus, a necromancer may be overrun by hungry, freshly born skeletons.



NIGHTMARE

FAMILY: Centaur • **TYPE:** Beastman



Habitat: Unknown

Nature: Timid, weak-willed,
and lustful

Diet: The essence of human men

THE NIGHTMARE, A VARIANT OF THE centaur (p. 74), has the upper body of a human and the lower body of a horse. Nightmares have powerful magic and the unique skill to infiltrate the dreams of humans as they sleep. They do not live in a specific habitat and are extremely rare to encounter in the waking world.

While nightmares belong to the centaur family, they feed on the essence of human men, much as succubi (p. 10) do. When a nightmare sees an attractive man, she appears in his dreams as a voluptuous and strong-willed beauty to seduce him. In his dream, she pounds his sex into her with confidence, granting him supreme pleasure, thoroughly wringing him of essence. Then, in stark contrast to the dazed ecstasy on the face of the spent man dreaming between her thighs, the semen-spattered face of the nightmare in the waking world wears a bewitching smile. The man ejaculated onto her face when he reached orgasm with the nightmare in his dream; the nightmare of the waking world licks her lips and swallows his seed. After such a dream, the nightmare is likely to visit him again and again for sex and his seed.

It is easy to capture a nightmare once aware-

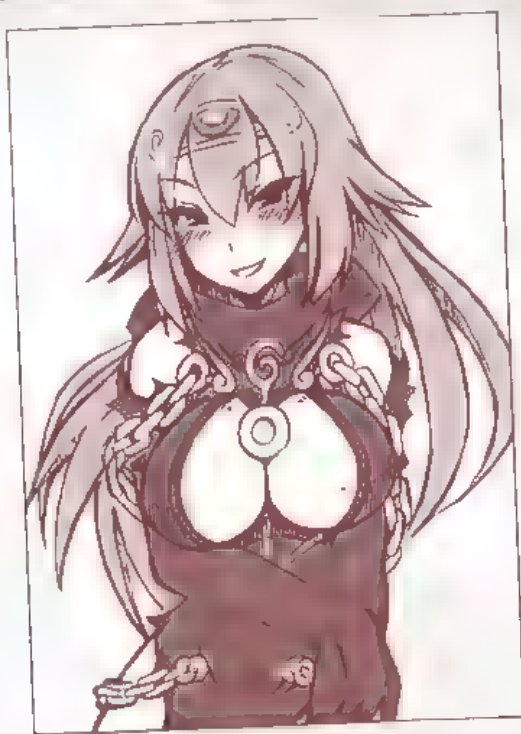
ness of one's vulnerability becomes apparent. Nightmares come to men while they are asleep, so the man must merely pretend to slumber. The nightmare will come to enter his dream, unaware he is awake, and then he can capture her.

A captive nightmare in the waking world is quite different from the one in his dream—cowering, weak-willed, and timid instead of self-assured and domineering. She is likely to freeze in shock at having been seized by the man she thought was asleep and in embarrassment at having been physically touched by the man she loves. In dreams, she plays the part of her ideal, feminine self so as to copulate with men. But the captured nightmare cannot sustain that personality in real life and is instead docile and hardly resistant to capture. After all, she is with the object of her affection, and this makes it easy to domesticate her.

Despite the difference between the nightmare's dream and waking identities, the man's body will still take in much of her mana and knows it well. Only she can arouse him now, and he will shiver with desire for her. Her nightly torrent of pleasure has taken possession of him, and he is likely to couple with her so that his nocturnal routine remains unbroken.

Copulation with the nightmare in waking reality, of course, differs entirely from that in his dreams. The movement of her hips is terribly awkward, her rhythm broken, tossed by the man's enthusiastic thrusting. She tries desperately to draw his sex deeper within her, tears forming in her eyes, an ecstatic expression upon her face. She looks defiled inside and out, ravished wholly by his excitement. After they finish, she licks up every drop of semen and sweat that she can reach—from his skin and from her own—like a bitch unable to bear her hunger. With each mouthful her face spasms with delight.

Though there is a stark difference between her waking and dreaming selves, the nightmare is still a monster, in sleep or reality, and possesses an inexorable enchantment. Thus, she will likely continue to grant her man the finest of pleasures, as she did in his dreams, and make him hers.



The above is an example of how a nightmare may look in a dream. The voluptuous figure and come-hither expression exemplify the nightmare's confidence that she can take whoever she desires, whenever she desires.



DOPPELGANGER

FAMILY: Ghost • **TYPE:** Undead



Habitat: The monster realm and human settlements, etc.

Nature: Various, but fundamentally timid

Diet: The essence of human men

THE DOPPELGANGER IS A MONSTER born from monster mana bound to the negative emotions of those suffering from unrequited love. Doppelgangers are lured out of hiding by the negative emotions of human men who have been spurned by the women they've fallen for.

Doppelgangers are not fixed in form, but rather make themselves in the image of women as they appear in the minds of the men they are loved by. More specifically, a doppelganger approaches a man in the form of the woman whom he has loved and been rejected by. The doppelganger is capable of reading and taking on not only her appearance, but her personality, memories, and abilities, too. However, her transformation is adjusted according to the man's memories and ideals, so that if the woman he loves and remembers treated him as kindly as a holy mother, but in actuality was black-hearted and despised him deeply, the doppelganger becomes the kind woman the man sees, genuinely warm and pure of heart. Furthermore, as the doppelganger herself bears affection for the man, she is truly the embodiment of the impossible: an unrequited love that is no longer unrequited. In this guise, she seduces the man and obtains his essence. Most victims are unable to withstand this temptation and willingly give their essence to the doppelganger in sexual intercourse. Thereafter, the doppelganger is said to stay by the man's side in the form of his ideal lover, granting him love and pleasure for as long as he continues to love her.

A doppelganger constantly disguises herself and does not display her true form. However, on moonless nights, she loses her magic and her transformed body. Terrified that her lover will find her out, she hides herself on such nights so that he will not discover her secret.

Despite this, she loves the man so overwhelmingly that she can hardly bear to be away from him for even one night. She hides where she can see the man, and if he looks for

her carefully, he will find her. Her true form is a far cry from his ideal lover: a small, plain woman all in black. Because she knows that the one the man loves is someone else whose form she has borrowed and not herself, she is terrified that the man will hate her once he knows who she really is. However, if the man truly loves the doppelganger and not his unrequited love whose form she has taken, the doppelganger may lose her ability to transform completely, as she cannot transform into something she already is.

Sometimes, the man mistakenly only believes that his love is unrequited. In such cases, if the woman he loves catches sight of the doppelganger who has taken her form, she will be linked by monster mana to the doppelganger. Their thoughts, feelings, and memories merge; when the doppelganger copulates with the man, the memory and pleasure of their couplings flow directly to the woman. As the doppelganger comes to love and carnally desire the man yet more deeply, the woman's love and lust swell correspondingly. As the doppelganger's form is not strictly that of the woman, but rather the man's idealization of her, the woman shifts in nature to approach the man's ideal. Eventually, it comes to be that the woman and the doppelganger are one and the same, a single monster and her shadow making love to their cherished man. The woman, now a monster, goes to the man to be filled with his essence; together with her now-indistinguishable other self, she copulates with him, granting him double the love and double the pleasure.



DULLAHAN

FAMILY: Dullahan • **TYPE:** Undead



Habitat: The monster realm

Nature: Strong-willed, stubborn,
and calm; sometimes honest
and lustful

Diet: The essence of human men

THE DULLAHAN IS A KNIGHT OF THE monster realm. Dullahans have a queer appearance, with separate heads and bodies that have earned them the nickname of the "headless horsewomen." They are the proud elite of the Overlord's knighthood, steadfast in loyalty and skilled in the arts of battle. The dullahan illustrated is carrying her head in her left arm, though when they appear before humans, they typically have their heads on their bodies and are not readily identifiable as dullahans.

Though they feed on essence, they are very rational and do not attack men aggressively as other monsters do. They store the essence they have collected in their torsos and use their heads as a lid to prevent the mana from spilling out. This allows them to operate with a minimum amount of the stored energy.

However, it is not difficult for a dullahan's head to fall off. When this occurs, the essence she has accumulated spills out, as do the many other things she has bottled up within her—emotion, truth, and desire, among other things. As a result, though with her head she is strong-willed and rational, without it she changes completely, clinging ceaselessly to a man, teasing him for intercourse. Though usually hidden, this is her true nature as a monster.

When in battle with a dullahan, it is possible to exploit the instability of her head to end the conflict with a decapitation. The disadvantage is that her essence will spill out, heightening her hunger and leading her to consummate the victor's win with sex.

Dullahans are also known to appear seemingly from nowhere to abduct the men of their fancy. However, for some reason, they notify their victim of the date and time of the abduction. Despite this, no one has managed to evade a dullahan once she has set her mind on a mate.

While dullahans are the core of the Overlord's Army, most of the other knights

put their own desires over their duties and act first and foremost to capture and copulate with a man. One can imagine the anguish of dullahans as knights who are serious and loyal to their duties.

VAMPIRE

FAMILY: Succubus • **TYPE:** Undead



Habitat: The monster realm

Nature: Strong-willed, haughty,
and stubborn

Diet: The blood of human men

THE VAMPIRE IS A HIGHER-ORDER resident of the monster realm. Vampires possess both powerful magic and fantastic strength that seem at odds with their form, and only show themselves at night, hunting prey under the cover of darkness. They are extremely proud, viewing themselves as noble, and regard humans contemptuously, seeing them as inferior beings.

Like other monsters in the succubus family, vampires feed on the essence of human men, but rather than obtaining it through sexual intercourse as succubi do, they acquire it by pressing their fangs into the necks of men and sucking their blood. A small amount of mana is injected into the man in this process so that, as his blood is sucked, he does not experience pain but pleasure—a sensation that is shared by the vampire. To them, the blood of human men is both a luscious delicacy and a maddening aphrodisiac. After partaking of a man's blood, a vampire will be powerfully drawn to him sexually. However, vampires consider copulation with humans a loathsome act, so most suppress the urge to couple with them.

When a vampire finds a man who meets her tastes, she brings him into her domicile as a servant and food source. Despite her scorn for humans, the magic of the Overlord causes a powerful affection to well up in her as the man serves her, and her body throbs unbearably whenever she sees him. As a monster, she has no choice but to eventually give in to her need and draw him to her. Meanwhile, every time she sucks his blood, her mana flows into him and, over time, turns the man into an incubus (p. 15). Once he has completed his transformation, the vampire will treat him as a noble like herself.

When the man is no longer one of the "humans" she so despises, the vampire's attitude changes abruptly. It depends on the individual, but some say that there are vampires who become quite affectionate after such a long stretch of suppressed feeling and treat him

as a lover. The vampires also cease to contain the urges that arise while feeding on blood and thus proceed to copulate as their desires dictate. As they are succubi, they are equally capable of absorbing essence through copulation. No matter how often a vampire may have suppressed the urge to fornicate in the past, once she has experienced sex, she becomes captivated by the savor of semen and the fierce, monstrous pleasure that is her natural right.

Vampires are known to attack human women on rare occasion, though not for sustenance; instead, they do so to turn a human woman into one of their own kind. Only the noblest of women are considered to be worthy. Once a vampire has decided on a human woman, the vampire will then suck her blood and fill her with mana to begin her transformation.

Vampires are extremely adept at combat, but also have a great number of weaknesses. Exposure to sunlight reduces their physical ability to that of a typical human woman. Mere contact with fresh water sends a numbing bolt of pleasure through their bodies. A small whiff of garlic causes their reason to cloud and their thoughts to become disordered—a taste of garlic will extinguish their reason altogether and cause them to grasp wildly for pleasure like the succubus proper (p. 10).



IMP

FAMILY: Imp • **TYPE:** Fiend



Habitat: The monster realm

Nature: Simple, selfish

Diet: The essence of human men

THE IMP IS A SMALL, LOWER-ORDER fiend that lives in the monster realm. In recent years, owing to the influence of the Overlord, imps have come to resemble the succubus in lifestyle, feeding on the essence of human men. Despite their size and deceptively guileless character, imps are quite lustful. Their simplicity leads them to be true to their feelings and desires; they have no qualms about attacking human men to attain pleasure.

Imps often operate in groups. When one of these groups spots a human man, it swarms him, each imp scrambling to be the first penetrated. Together they wring the helpless man of his essence.

Being lower-order fiends and simple in disposition, they are quite easy to manipulate and have been used as familiars by magicians and witches since times of old. A male magician can easily form a contract to employ an imp by periodically feeding her essence. However, if he gives her too much essence, her magical

power will build, and the contract will weaken in force as she ceases to heed his commands. This can lead to a reversal of the contract, in which the imp becomes the master and the man the familiar. The man will be unable to defy his master as she makes lascivious requests, entangling him in an infinite spiral of essence-spilling and intercourse.

Imps are not particularly strong on their own, but on occasion, one will become what is called an arch-imp through vast magical reserves. An arch-imp is just as simple and small as an imp in thought and appearance yet possesses extraordinary libido and magic. Their seductive magic is even more powerful than that of a succubus, and their prowess in pleasing men makes them formidable foes. When a man who has become an imp's familiar continues to give her essence, it eventually leads to her becoming an arch-imp, which makes her man all the more helpless to her whims.



The imp may be small, but her mind and body are fiendish. Her lewd wheedling is soon followed by the shift of her hips as she aligns herself over the man's member, sinking on to it with force worthy of a succubus.



DARK SLIME

FAMILY: Slime • **TYPE:** Semisolid Life Form

Habitat: The plains of the monster realm, etc.

Nature: Lustful, simple

Diet: The semen, sweat, and saliva of human men



THE DARK SLIME IS A HIGHER-ORDER variant of the slime (p. 18) due to a greater accumulation of magical power. Dark slimes live throughout the monster realm. Their purple bodies have a sphere called a slime core at their centers that allows them to implement much higher-level thought and magic than the common slime.

When a dark slime discovers a man, she strikes aggressively and entangles him in her thick, pliant body to constrict his movement. She then extracts his semen and other bodily fluids in a manner resembling sexual intercourse. Her aggression and violence are far beyond that of the slime and make her a much more dangerous monster. One should also take heed of her accumulated mana, as she uses it for magical seduction.

While typical slimes attack men due to hunger or lust, dark slimes act more in accord with their succubus-like character, due to their superior cognitive faculties and the succubus mana that flows throughout their

bodies. Dark slimes do not attack human men merely for food, but also to savor and delight in the ecstasy of pleasure. They also resemble succubi in their words and gestures, which are consciously lewd and inviting.

The sexual talents of dark slimes also go beyond the mere instinctive squeezing of essence exhibited by much of monsterkind. Their malleable bodies are dexterous and grant all manner of pleasure to the man in order to heighten the blissful gratification of their union. The man is likely to find his mind loosened more easily by pleasure than with a typical slime.

Like slimes, dark slimes can multiply by division. They can also transform human women into fellow dark slimes. Upon seeing a woman, a dark slime attacks and engulfs her using all of her body. The woman finds her entirety subjected to a continuous melting bliss; the contents of her mind become colored by the single hue of pleasure. Once the woman's consciousness has been fully dissolved in sexual joy, it coalesces into a new slime core. The slime core produced in this fashion forms a new body based on that of the former human and is reborn as a new dark slime. The former human woman retains knowledge and memories from her previous life, but the pleasure given to her by the first dark slime has already liquefied her mind and body into an amorphous goo well befitting a slime, which seeks only luscious male essence and the junction of violence and pleasure.

The dark slime's weak point is her slime core. It is extremely sensitive to external stimulation. Just a touch is apparently sufficient to render her immobile with delight.



The slime core is the dark slime's weak point, but also her most erotically gratifying. She is likely to press the sex of the man she loves into it of her own accord.



BEELEZEBUB

FAMILY: Fly • **TYPE:** Arthropod



Habitat: The monster realm

Nature: Violent, selfish, and lustful

Diet: Omnivorous (eats anything, but prefers the semen, sweat, and saliva of human men)

THE BEELZEBUB IS AN INSECT MONSTER known as the "lord of the flies." Small in body, but vast in magical power, beelzebubs use their wings to fly rapidly through the air. Another name they are called is the "lord of gluttony," due to their immense greed for food and carnal gratification. They are inclined to impose themselves sexually upon human men at the slightest provocation, making them very dangerous.

While they will eat anything edible, they prefer the sweat, saliva, and semen of human men—delicacies that reign above all else. Should a beelzebub see a man before her, she will lick all the sweat from his body, insert her tongue into his mouth for his saliva, suck upon his member, and swallow the essence he spews forth—all with a trance-like expression upon her face. These lords of gluttony are never satisfied with just a single exchange; instead, they will buzz about attractive men and copulate with them as frequently as possible.



A beelzebub is entranced by the dank odor of a man; the smell of his essence excites her appetites so unbearably that she will gorge on his member without end.

While the beelzebub is, indeed, gluttonous, she is also a symbol of plenty. A man favored by a beelzebub will find that no matter how much food she takes from him, further food and riches will present themselves; similarly, no matter how much of his essence she despoils him of, yet greater potency and drive will be his, thus allowing him to bequeath her with essence unending.

Beelzebubs are selfish to the extreme. When they want to eat, they eat, and when they want sex, they fornicate. Her victim may object all he likes, but the beelzebub will heed him not in the slightest as she presses him down right then and there to delight in his body and seed.

To avoid being assaulted by a beelzebub, it is best to keep neat and clean, for beelzebubs are drawn to the smell of food scraps and human sweat. The most rank and unpleasant of aromas smell like a fine feast to a beelzebub, stimulating her brain and nether regions and filling her with simmering desire.



BAPHOMET

FAMILY: Baphomet • **TYPE:** Monstrosity



Habitat: The monster realm

Nature: Aggressive

Diet: Omnivorous (favors the
flesh of beasts and the
essence of human men)

THE BAPHOMET IS A MONSTROSITY THAT lurks in the monster realm and has vast power. Despite the petite stature of baphomets, the force they possess is the pinnacle of power among monsters. The baphomets head the Sabbat (p. 186), an organization of heretics with authority over hordes of witches (p. 184). A baphomet is apparently the supreme commander of the Overlord's Army, feared by humans and monsters alike.

The Sabbat, which the baphomets command, puts forth the doctrine of learning the "perverse allure of diminutive monsters" and living "true to the pleasure that makes us monsters." To win over converts, they seduce human females with promises of eternal loveliness and magical power. Those who are beguiled by their seduction are soon filled with monstrous pleasure by the hands of the baphomets and witches. The baphomet mana given to them takes root and transforms them into witches under the baphomets' guidance. Converts from other monster races are made

more litesome by their power and will never lose their beauty. Regular gatherings are held for the subordinate witches and their male familiars. These congregations are called the Black Masses (p. 187) and are comprised of a feast of pleasure, held to reaffirm the doctrine of the Sabbat.

Most baphomets are believed to reside in the monster realm and are thus rarely seen. However, sightings do occur on rare occasions. Upon encountering a baphomet, it is unwise to attempt to defeat it. Any ordinary human will be overwhelmed, violated, and baptized in the ways of the Sabbat. Baphomets are deceptively diminutive in size and, true to the Sabbat's teachings, burst with the allure of which they sing. Moreover, she will sully her pretty innocence with techniques as devastating as that of a succubus—if not more.

The vagina of the baphomet is renowned as the finest vessel among monsters. A man joined with her is likely to find himself overcome by the power of its suction and tightness, as if their bodies indeed were becoming one, as if everything within him were being sucked into her. Even brief intercourse with a baphomet will teach him the allure of perverse beauty as his body and soul are reformed so that he can never again desire anything but her monstrous charm.

Like other higher-order monsters, baphomets seek the best of men as their husbands. For this reason, they release most men after having their way with them. However, their victims are often intoxicated by the baphomet's appeal and follow them from the human realm. In most cases, the only man a baphomet will accept as her husband is one who displays the strength to defeat her. The prevailing interpretation is that she seeks a lover who is so strong and kind that even a baphomet, with her vast power, can trust him to indulge her every weakness. This interpretation has yet to be verified.



The baphomet is famed to possess the finest vessel among monsters. Upon tasting a baphomet, a man will forever after be consumed by desire for perverse beauty.



WITCH

FAMILY: Majin • **TYPE:** Mage



Habitat: Various, including forests, human settlements, and the monster realm

Nature: Various

Diet: Typical human diet and the essence of human men

THE WITCH IS A TYPE OF MAJIN THAT, despite her small stature, commands an array of magical arts. Witches originate as human women who fall for the seductive promises of the baphomet (p. 182), such as eternal loveliness and magical power, and accept the baphomet's influence to become monsters. As one might expect, considering their origins, it is common for them to hide amidst human society. Despite the monsterization they have undergone, witches are unusually human in temperament. Nonetheless, witches are immersed in the teachings of the heretical organization led by baphomets, the Sabbat (p. 186), and act accordingly, often undertaking bizarre magical experiments, proselytizing the Sabbat, capturing human men, and so on.

Upholding the Sabbat doctrine, which extols the "perverse allure of diminutive monsters," all witches appear as petite but ultimately monstrous creatures. Witches are also faithful in both their words and manners. All have been baptized in the monstrous

pleasure of the baphomets, and they carry out the Sabbat's commandment to "live true to the pleasure that makes us monsters" by conjoining their bodies with men in the debauchery they love above all else. Such interactions may also be called for to obtain the essence they need to replenish and reinforce their mana. When a witch sees a man she likes, she is likely to approach him to achieve this through sexual intercourse.

When a witch likes a human man, she reaches his body all about her monstrous allure, just as the Sabbat commands, and grants him the wondrous pleasure of her undiminished beauty. Then a pact of master and servant is formed whereby he becomes her familiar and lover. Once a witch has a lover, she will think of nothing but him, and will spend day after day in his arms.

Periodically, witches gather before the baphomets to hold a ceremony known as the Black Mass (p. 187). This is an opportunity to display new familiars, and to carefully educate and train those who are not yet fully steeped in the doctrine of the Sabbat, such as women interested in becoming witches, as well as other humans summoned from society to the gathering. The Mass unveils a feast of pleasure in which the loving witches and their loyal familiars copulate to reaffirm the perverse allure of diminutive monsters.

Witches are well known to be among the most magically powerful of monsters. They are engaged in research with the baphomets to develop new magical arts and tools. While they are, of course, skilled in attack spells, it is said they devote almost all their mana to spells of seduction and various techniques to make their lives with their lovers more pleasurable.



Though witches mount brooms to soar through the skies, it is likely that they spend more time mounting their lovers.

THE SABBAT

MONSTERS HAVE A UNIQUE SYSTEM of values that differs markedly from that of humans. Operated by the baphomets (p. 182), those champions of the monster realm who hold supreme command of the Overlord's Army, the Sabbat is a religious organization that puts the unique values of monsters into practice. It preaches the dogma of the "supremacy of diminutive monsters," extolling the wonders of intercourse with cute little monsters, and demonstrating such wonders day and night. This treatise purports to provide an introduction to the state of the Sabbat in the monster realm today, based on materials provided by the Sabbat's headquarters in the monster realm.

1. All About the Sabbat

The doctrine of the Sabbat is based on two principles: to cry out the "perverse allure of diminutive monsters" and to be "true to the pleasure that makes us monsters." Its members apply their unbearably enthralling bodies to consummate their desires freely and teach human men the wonders of their spry, wanton flesh. Under the power of the great baphomet, who leads them all, the baphomets and their stewards, the witches (p. 184), carnally assault human men night and day. They spread their word and hold regular gatherings, develop magical arts and tools, and conduct all manner of activities in order to increase the number of lovers who feast upon their succulence.

The Sabbat is a massive organization. Its headquarters in the monster realm is architecturally inspired by the Overlord's Castle, and is controlled by the baphomet who is supreme commander of the Overlord's Army. The official name of the Sabbat's monster realm headquarters is the "Magic Corps of the Overlord's Army." It was first organized

for the purpose of experimental development of new magical maneuvers, potions, etc., yet unfettered baphomet leadership subsequently led to the Sabbat as it exists today.

The Magic Corps of the Overlord's Army is the central node of control for the many local sabbats scattered all over the world, each ruled by a baphomet. Each sabbat has its own uniform, all unique apart from the emblem of the Sabbat, which is always emblazoned on the chest. Uniforms are carefully designed to be both charming and lascivious, to entice the wearer's lover. Some uniforms sport goat motifs, as in the case of the witch illustrated in this book, while others feature fluffy puppy motifs, as a result of the ruling baphomet's inordinate affection for dogs. The uniform is not mandatory, and members are permitted to proselytize and gather in private attire, but it is recommended that they select garments that accentuate the allure of their bodies, so that their lovers will embrace them with lusty abandon.

2. Companionship in the Sabbat

All new converts undergo the Rite of Spring (p. 188), administered by the baphomets. This rite makes them petite in form. Most of these converted members of the Sabbat are former human females who took the mana of baphomets into their bodies and transformed into monsters. These witches, also known as stewards of the baphomets, are intoxicated by the baphomets, immersed in their teachings, and may be as central as their mentors to the fulfillment of the Sabbat's objectives. Aside from the witches, many members of other monster races also belong to the Sabbat. Monsters join for many different reasons: to seek more effective means of seduction; to explore the full, pleasurable potential of

their bodies; and to study and understand the whims and wiles of the pleased and the pleasurable. Others still are seduced into the Sabbat, sometimes by drugs or simply by sex.

Recently, the Sabbat has collaborated closely with the land of sprites (p. 96), and with the dwarves (p. 102), in an exchange of technology and knowledge. Many of these monsters are motivated to cooperate with the Sabbat by a desire to learn how to use their bodies in order to best please men.

One must not forget the male adherents who, along with the witches, form the core of the Sabbat. Among these men are those who were always attracted to diminutive monsters from the beginning, as well as those who came to be enthralled by them after being assaulted and now wish to devote themselves to the worship of monstrous flesh by way of the Sabbat. Most of these men are immersed in the teachings of the Sabbat, intoxicated with the baphomets and their delicate, lusty bodies. Most of these men are depraved, and those who are not will be soon enough, once they have completed even a little service to the Sabbat.

The monsters of the Sabbat love their lovers above all else. They relish the time they spend in his arms, wanting and being wanted, violating and being violated. Most of all, they love the stretch of their tight vagina as their lover's rock-hard phallus swells inside them. The goal of a typical monster in the Sabbat is to find a lover of her very own and live with him as lovers and spouses, rollicking day after day in a haze of carnal depravity.

The Sabbat is highly regarded among the mothers of monsters. It is a joy to the girls' parents to know that their daughters are learning to not be ashamed of their monstrous selves, and to be confident in their bodies, no matter their shape or size. These mothers hope that, when their girls grow up, they will fully enjoy the pleasures of men and, through participation in the Sabbat, become even more lecherous.

3. *The Merry Black Mass*

Of all the activities held by the Sabbat, the foremost is the periodically held Black Mass. During this gathering, the Sabbat members first gather with the humans they have invited to the Mass, to educate and discipline them in the Sabbat's philosophy via pleasure. Through this ritual, believers select lovers, and women become witches. Then, after the invitees are inducted, members can exhibit new techniques they have developed for their sinful bodies so as to become more titillating, or magical items to enhance any and every sort of sexual encounter. After the exhibition, the monsters of the Sabbat are given the opportunity to try out and enjoy the new techniques and items with their own partners.

Having thus warmed up, the monsters are at last prepared to begin the feast of pleasure. Throughout the venue of the Black Mass, surrounded by the protection and power of the baphomets, the monsters of the Sabbat release themselves fully to luxuriate in the carnal delights of their lovers. Because the simultaneous copulation of the baphomets and multitudes of other monsters fills the area with a dense deposit of monster mana, the monsters become even more receptive to the heat of rutting. As a result, they copulate more hotly and keenly with their lovers than usual.

This feast serves many purposes: it gives monsters the opportunity to show off the degradation of their captivating bodies, to reaffirm the wonders of ageless flesh, and to demonstrate the manner in which their attentive lovers violate them. In general, this gives the monsters the chance to show their lovers off. The feast continues until dawn, by which time the monsters begin to fall asleep from exhaustion, bodies dripping inside and out with the semen of their beloved lovers, who hug them and carry them away from the meeting place of the Sabbat.

MONSTER MAGIC ARTS

BY NOW, READERS DOUBTLESS KNOW that monsters' bodies are filled with monster mana, which they use to perform a variety of magical arts. Members of the Sabbat, as well as many succubi, work day and night actively researching new crafts. The treatise you are reading this very moment touts itself as an introduction to these diverse magical arts and potions, based on materials provided by the commanding baphomet of the Sabbat (or rather the Magic Corps of the Overlord's Army), along with some of her comments. It is believed the knowledge of the arts that the monsters research and dedicate themselves to may help shed light upon the true nature of monsters.

1. Runes of Pleasure

ART, MONSTER-ORIENTED

The runes of pleasure are a magical seal etched onto the bodies of monsters, including the succubus (p. 10) and the dark angel (p. 208), which are described in this book. The purpose of the runes is to amplify the satisfaction of whomever they have been marked upon. As such, runes are typically etched upon the body by monsters who are confident in their sexual prowess and wish to enjoy intercourse even more than they already do. Their effect increases with their surface area; typically, an area marked with runes of pleasure becomes erotically charged. Succubi etch in areas that allow for normal life to proceed smoothly while also greatly enhancing intercourse. Dark angels etch the runes over half the body, predicated an abandonment of normal life in favor of an existence enveloped in pleasures of the flesh. Such large runes give the marked one sexual stimulation even from having her head rubbed by a man and make normal erogenous zones so sensitive that cognition is all but flooded out. Though it is unlikely that anyone would attempt it, if one were to inscribe

the runes over every inch of skin, a mere touch would likely cause immediate climax, erasing the mind of all but bodily indulgence.

Because these runes require the use of monster mana, only monsters can use them, and thus they are only inscribed on the bodies of monsters. A human woman would probably not be able to withstand the thrill they bring, as it would most likely ravage her mind with ecstasy and transform her into a nymphomaniacal monster before the runes' inscription was complete.



The runes we have developed are so potent that they are effective even when sewn into clothing. But with my sensitive, ageless body, I have no need for such contrivances. Unlike those with excess flesh, I can feel every touch of my lover fully upon my own. What? You say I should find one before I make such claims? Silence, you bastard!

2. Rite of Spring

ART, MONSTER-ORIENTED

The Rite of Spring is the secret art of the religious organization known as the Sabbat, which adores and upholds the sexual potency of monsters. It employs the awesome magical power of the baphomet to ensure that the figure of a woman is as beautiful as possible. The result is a body saturated with the perverse allure of the purest of monsterkind. Lithe and sensuous, she will incite lust even in the hearts of men without a taste for monsters.



Hrr-hrr-hrr, truly this is the secret of our Sabbat. Come any woman, and we shall transform you into the loveliest of monsters—or so I would like to claim! Once upon a time, we performed the rite upon a holstaur, and those breasts only got bigger, leaving the cow a stick-bodied booby-rack! Urghh!

3. *Potion of Tentacles*

POTION, MAN-ORIENTED

The potion of tentacles was developed by studying the tentacle plants of the monster realm (p. 230) in order to transform a human man temporarily into a tentacle beast. The intellect of the man is degraded to approximately that of a tentacle plant; he becomes unable to think of anything but twining himself around the monster before him and pumping his seed into every orifice of her body. The tips of his tentacles resemble the man's sex before transformation. They eject large quantities of fluid that smear her body with a viscous mess both inside and out. The fluid is similar in nature to the man's semen and possesses the same taste and smell. For a monster, there is no greater pleasure than being penetrated in every place possible by the man she loves. His essence carries her into rapture, drenching her body in ooze and filling her cavity with such volume that it bulges against her abdomen. This bath of smell and taste is highly addictive to a monster. The large volume of sticky fluid spewed forth is also useful to a monster who wishes to quickly conceive a child.



I had a witch under my command test this potion. Now it seems she has fallen deep under its spell. Observe as she wears her beloved lover's tentacular sex in place of underclothes, panting and moaning as she records the experimental results. Heh heh heh.

4. *Potion of Shadows*

POTION, MAN-ORIENTED

When a monster comes to perceive a human as her husband, she loses the will to copulate with other men. This potion was developed so that such a monster can yet experience the delight of an orgy while still alone with her husband.

The potion is administered orally to the man, causing a separation between essence and mana. As a result, he splits into two to ten

identical replicas of himself, depending on the dosage. Everything these replicas feel is shared by their source, the monster's husband, transmitted to his mind simultaneously in direct proportion to the number of clones, so that he can feel himself everywhere.

Naturally, this experience can be bewildering even for an incubus. Intercourse in such a state imparts several times the pleasure experienced by an individual. This split causes the reason and cognitive faculties of the man to vanish as he transforms into a mindless beast intent only on fornicating with the female before him, a drive that is multiplied with every successive replica.

The monster will be overjoyed to find that each copy of her husband possesses a member of the exact shape and flavor as that of her mate, spurting the same sweet essence. It is quite the pleasure for her to be ruthlessly and relentlessly impaled by numerous mindless, bestial clones of her beloved husband while still remaining with him and him alone.



I gave this medicine to those charybdis bitches. They have holes even apart from those above and below, so taking their beloved husbands' meat in every single orifice was delightful for them. They have become positively intoxicated with this drug and always buy it by the boxload! Heh heh heh.



YOUKO

FAMILY: Fox • **TYPE:** Beastman



Habitat: Forests, mountains, human settlements, and the Continent of Mist

Nature: Aggressive, lustful, and selfish

Diet: Omnivorous (favors meat and the essence of human men)

THE YOUKO, OR SPIRIT FOX, IS A spectacularly powerful beastman with fox characteristics. These foxes often live in forests and mountainous areas, but are also known to infiltrate human settlements in order to tempt and enrapture men that live there.

Youko are among the most lustful of monsters—who, as readers know, are already quite lustful to begin with! When a youko sees a man she likes, she will jump him. The resulting copulation will be lewd and aggressive, the intensity of which depends on the number of tails she has, as her tails symbolize the magnitude of the mana she collects when she mates with men. As her mana grows, so too does the number of her tails, increasing in number up to a maximum of nine. Her libido increases with the number of tails she has. A single-tailed youko has a libido similar to that of a typical monster's, but as her tails increase, her head is gradually dominated by thoughts of the man's sex and ability to please her. Once

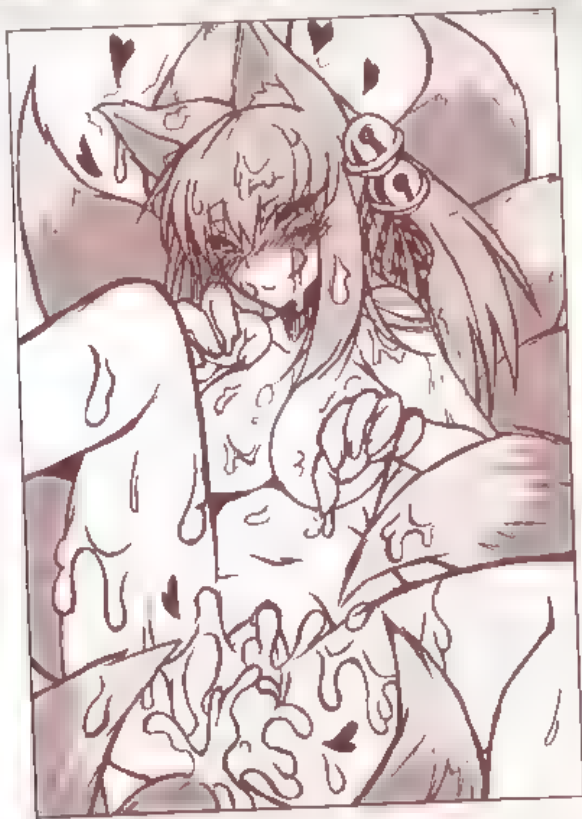
she has nine, she becomes unable to think of anything but copulation, whether waking or dreaming. Her attention is focused on sex and sex alone; she spends the majority of her time considering how she can best extract pleasure from her lover. Almost all her waking hours are spent enacting those thoughts.

A man who wins the favor of a youko and comes to live and couple with her is blessed by her magical power. For this reason, it is not uncommon for a youko's husband to rise to a high position in human society, such as statesman or other political figure.

A youko with a full complement of tails is called a nine-tailed fox, a being reputed to have power that rivals the gods'. Because her body is unable to contain such immense power, her mana continuously leaks out into the environment. Nearby humans thus lose their reason and become more libidinous, and nearby monsters turn violent. Certain monsters, such as succubi, are drawn to the area, so that soon the nine-tailed fox is the center of a monster nation that holds a feast of pleasure night and day.

Youko are said to possess ruinous beauty. Indeed, they do seem to have a tendency to bring human order to ruin and build upon its ashes a new order, led by monsters and centered on the youko and her husband, in a world of pleasure.

There is a barbarian continent, called the continent of mist, where it is said that the nine-tailed fox holds sway over humans and monsters, who think of nothing but mating day and night, today and tomorrow, engaged entirely and unconditionally in copulation and pleasure: a monstrous paradise, a veritable bacchanal indeed.



The youko's libido increases in proportion with the number of her tails. It is unlikely that she will feel satisfied or that her union with a man will pause until all of her tails have been painted pure white in semen.



YUKI-ONNA

FAMILY: Spirit • **TYPE:** Elemental



Habitat: The snowy mountains
of Zipangu

Nature: Devoted, mild

Diet: Omnivorous (favors the
essence of human men)

THE YUKI-ONNA, OR "SNOW WOMAN," is an ice elemental that lives on snowy mountains and has blue skin and a body that is cold to the touch. Yuki-onna are demi-elementals, born originally as monsters. (For more on elementals, see p. 218.) With the power to control snowstorms, they lead astray human men who set foot on their mountains and draw them into their abodes.

A man invited into the home of a yuki-onna is likely to be received hospitably, complete with fine dishes and all the expected amenities. The yuki-onna longs for the warmth of the man's skin and essence. To satisfy herself, she invites him to lie with her. Should he refuse, she chills him with her breath of ice. Mana is carried in her breath, which has the power to freeze the human heart. When the man's heart is cold, he will find that he himself longs for the warmth of someone's skin, and will soon lose the will to go without her.

The yuki-onna's exterior is cold, yet inside, she is warm and snug enough to melt ice. Her

wet heat easily tempts even the most stubborn man and invites him to partake of her body ravenously. Meanwhile, the yuki-onna absorbs his warmth and loses her chilled pallor, becoming as flushed as he is. Their embrace becomes heated and heavy enough to fuse them together.

Once the yuki-onna has known human heat, she will not easily relinquish her prey. Should the man try to flee, her blizzards will bring him back over and over again. In most cases, however, a man who has known her monstrous sensuality will put her above all else and never attempt to leave her.

It is also said that young yuki-onna will visit human settlements as "yuki-warashi," or "snow children," and play among human children. While yuki-warashi are not themselves particularly dangerous, they should still be regarded with caution: as monsters, they are still looking unconsciously for those who may be their future husbands. Once a yuki-warashi grows up, she may return to the village and take her husband home.



A juvenile yuki-onna, or yuki-warashi, looks like a child and plays well with human children. But take care! When she grows older, she will become as dangerous and wanton as any other monster.

AKA-ONI

FAMILY: Ogre • **TYPE:** Demihuman



Habitat: The caves and mountains of Zipangu

Nature: Aggressive

Diet: Omnivorous (favors meat and liquor)

THE AKA-ONI, OR "RED ONI," IS A member of the ogre (p. 58) family called the oni. They are found only in the land of Zipangu. Horns extend from their foreheads, and their skin is as ruddy as their name indicates. With their fantastic strength, aka-oni wield giant iron clubs with nonchalance, and are feared as a horror by people who live in their vicinity. Despite this, they are by no means vicious monsters. Though their words and actions can be coarse, they have a fine, hearty disposition and are disinclined to make much over small details. They take no notice of the fear they instill in humans and are said to be thrilled to find the occasional flask of liquor or man placed before them in a sacrifice, though they've done nothing to merit such offerings.

Aka-oni love liquor and men above all else. They drink rice wine constantly, securing their perpetual drunkenness and reddening their already ruddy faces. On occasion, an aka-oni will visit a human settlement and carry back

yet more alcohol to her den, along with a human man if she catches sight of one who strikes her fancy. She drinks with him and, after a good round of carousing, enjoys him as an accompaniment to the wine, taking him flat with his back against the floor. Once she has had her fill after a number of torrid unions, she returns to the bottle. Aka-oni have a saying: "Wine is far more tasty after a good fuck." The effect is more than psychological: the essence they absorb from men may actually accentuate the savor of the wine. The effect may be even stronger when an aka-oni has imbibed essence from her husband.

Fear of the aka-oni is fostered by the belief that they devour the men they abduct. In a sense, this is true, for when an aka-oni takes a liking to a man, she will make him her husband and never release him, instead reveling with him day after day in a feast of wine and flesh.

Men not made into husbands are used as accompaniments at the galas aka-oni regularly hold for the more inebriated monstrous residents of Zipangu, who couple with men one after the other. Revelers often choose a husband from the men on offer at these galas. For this reason, it is rare for a man to return after being abducted by an aka-oni. The rumors and fear may be a bit overdone but are nonetheless quite understandable.

There are other oni of various different colors, such as ao-oni (blue oni), each of which have their own peculiarities.



After flushing her body scarlet with the burn of liquor, the aka-oni applies herself to tasting her man to the fullest. In her mind, liquor and men are all she needs to live.



KARASU-TENGU

FAMILY: Harpy • **TYPE:** Avian



Habitat: The mountains of Zipangu

Nature: Aggressive

Diet: Omnivorous (favors wild animals and vegetables)

THE KARASU-TENGU, OR "CROW HEAVENHOUND," is a variant of the harpy (p. 50) found only in the land of Zipangu. Especially strong even for a harpy, karasu-tengu soar through the sky with great speed and wield a power similar to magic called abhijna. There is a race above the karasu-tengu called the dai-tengu ("great heavenhound") and it is said that almost all karasu-tengu serve them.

Karasu-tengu spend most of their time in the mountains disciplining themselves in abhijna, and thus are rarely seen by humans. However, this does not mean they are not present: they often descend into human settlements to chasten wrongdoers with fear and to study and record the activities of humanity, their blood relationships, and the like. Karasu-tengu are unusually intellectual for harpies, but like all monsters, their object of greatest interest is human men.

Like other members of the harpy family, karasu-tengu periodically go into heat, at which time they descend upon human settlements and carry men off. Invariably it seems, they carefully select the men they will abduct based on the results of their aforementioned research. An interesting implication is that men who speak harshly of them are less likely to be abducted. Thus, it is safer to be a wrongdoer than a man of virtue. A man abducted by a karasu-tengu must undertake the pact of matrimony with her at her abode and copulate with her immediately to produce a child. Sparing not a moment in rest, karasu-tengu work hard both to develop their abhijna and to learn the many ways of pleasing men. The karasu-tengu's extensive research takes into account all of his weak points and uses them to bind him to her as her slave, to ever after accompany her in life.

The abilities of karasu-tengu make them a prideful sort of monster, meaning that they can be somewhat difficult at times. It is advisable to avoid provoking a karasu-tengu unnecessarily during a chance encounter. On

the other hand, because karasu-tengu spend so much time training in the mountains, many lack worldliness and have never even conversed with a man other than their father. When such a karasu-tengu is faced with excessive attention from a man, she may panic. If the man proceeds to propose marriage, she is likely to flush bright red, lose control of her thoughts, give herself over to her monstrous instincts, and fornicate with him immediately.



KAPPA

FAMILY: Sahagin • **TYPE:** Aquatic Demihuman

Habitat: The river areas and wetlands of Zipangu

Nature: Aggressive, cheerful

Diet: Omnivorous (favors fish, fruits, and vegetables, especially cucumbers)



THE KAPPA, OR "RIVER WHELP," IS AN aquatic monster that lives in the river areas and wetlands of Zipangu. Kappa resemble humans but have green skin and a round plate on their heads and shells on their backs. They have webbed appendages that allow them to swim with ease.

Kappa tend to be mischievous and contentious, but are not especially vicious. It is common for young kappa to play among human children; they are especially fond of a Zipangu game they call "sumo," which involves knocking one's opponent out of a ring and onto the ground. As they are built stronger than human girls, they are likely to be able to pin down even boys. These matches may be used to identify a suitable mate to target in the future, when the kappa is an adult and ready to copulate. The kappa determines her future husband while playing sumo with human boys. During these games, she may find one that she gets along with especially well. When the monster is mature, their friendship

often becomes more amorous; consequently, the monster will invite her former friend into her bed, and copulate with him.

When the body of a kappa is wet, her physical abilities are heightened. The wetting of her scales, which look like clothes, causes them to cling tightly to her body, inciting her arousal and swelling her libido. This makes kappa found near bodies of water quite dangerous. Men should be especially careful when approaching rivers and lakes, lest they be dragged in and engaged in coitus by a kappa.

A river whelp's plate is her weakness, quite receptive to stimulation and wet at all times. If it dries, her power will evaporate. It is so sensitive that touching it assails her with such pleasure that she is unable to move.

Kappa are exceedingly fond of cucumbers. One theory holds that it is not so much the flavor that draws them but the vegetable's form that instinctually calls to their monstrous nature. In other words, kappa favor cucumbers because they serve to hone their sexual skills.



A boy trounced and drubbed by a kappa in sumo may find himself similarly bounced and fucked by her as an adult.



JOROU-GUMO

FAMILY: Arachne • **TYPE:** Arthropod

Habitat: The forests and human settlements of Zipangu

Nature: Gentle, violent, and lustful

Diet: Carnivorous (favors wild animals)



THE JOROU-GUMO, OR "STRUMPET spider," is a bug monster and a variant of the arachne (p. 60) that lives in the land of Zipangu. Jorou-gumo often live in forested areas and are also known to take human form to live in human settlements. Fortunately, they are gentle in temperament and rarely assault humans by force—quite atypical for the usually savage arachne family. Indeed, they are friendly to humans. If a jorou-gumo encounters a man she likes, she will assume a fawning attitude like that of a solicitous harlot, the better to seduce him.

If that were all, the jorou-gumo would not be a very dangerous monster, which is not at all the case. The jurou-gumo is, indeed, gentle—by day. Her temperament by night differs dramatically. Jurou-gumo are skilled in the art of seduction; they will approach their chosen man with their day face so that he gladly installs himself at the side of the beauteous and devoted daytime damsel.



The jorou-gumo is quite sadistic when she wears her night face, binding the man with her thread and releasing his essence into her while he lies immobile. She finds his pathetic and ecstatic face mesmerizing.

When the sun sets, however, a jurou-gumo's night face is revealed. In darkness, she is more violent even than other members of the arachne family. She binds her man of choice with thread she produces in her body and lets loose her sadistic nature, raping him continuously and implacably until the day or his ability to remain conscious breaks. At the sun's return, the jorou-gumo restores her gentle face of day, but in almost all cases the man, having once experienced her carnal depredations, is left bereft of nerve and lets her ride him night after night.

If a victim should find that he has the will to resist after a taste of her shadow side and still has confidence in his potency, he should turn the tables on her by copulating with her while she wears her gentle day face, penetrating her with great and inexorable force. If he continues this day after day, a seed of masochism will sprout within her heart. The time she wears her night face will gradually diminish, her darkness gradually replaced by light.

Like the arachne, the jorou-gumo can use the thread her body produces not only to spin webs but also to sew fine garments, first-rate in both material and workmanship, which are traded at steep prices on the market.



INARI

FAMILY: Fox • **TYPE:** Beastman



Habitat: The forests, mountains,
and human settlements
of Zipangu

Nature: Devoted, lustful

Diet: Omnivorous (favors the
essence of human men)

THE INARI IS A BEASTMAN WITH FOX characteristics that is found only in the land of Zipangu. Inari often live in forest and mountainous landscapes, but are also known to take human form to slip into human settlements. They are a variant of the youko (p. 190), but are more gentle in character and graceful in manner. It is quite rare for an inari to be roused to attack. Because of the modest poise with which they conduct themselves and the devoted treatment they offer human men, many fall under their spell and come to welcome life with an inari wife.

Outwardly, inari may appear to be tame monsters; however, their libidos are not particularly different from those of youko, and they are quite fierce in comparison to typical monsters. They do not usually initiate intercourse unless their husbands are willing; instead, it's more likely that they will seduce their husbands to take action or to seize upon obscure opportunities for copulation. When a man relents, he will find her poise and grace

absent, overcome by gestures most unseemly, complemented by a prurient smile. As inari are quite versed in the ways of granting a man pleasure, her talents will soon erode his will to resist her.

The tails of an inari symbolize the magnitude of her mana. As she accumulates mana by absorbing essence through sexual intercourse with a man, her tails increase in number up to a maximum of nine. Similarly, her libido increases with the number of her tails. All the while, inari remain graceful in appearance, though the mind of a many-tailed inari is sure to be filled to the brim with thoughts of mating. Her seduction thus becomes more overt and frequent, as well as more obscene, as her couplings turn rough and desperate, arousing the basest passions of men.

Like the youko, an inari with many tails is unable to contain her immense power within the confines of her body, causing her mana to diffuse outward. However, the inari is skilled in the control of her mana. Unlike the youko, who allows her power to scatter every which way, the inari funnels it entirely into her husband. This tends to cause him to flare up in violent lust and join his vulpine lover in ardent intercourse. The power of the mana concentrated in the inari's husband is beyond compare, meaning that their consequent rutting may be truly beastly. But the inari accepts her husband for the beast he is and feels a raw joy that billows forth untamed.

An inari with a full complement of tails is called a nine-tailed fox, a being said to have godlike power. Correspondingly, the mana she pours into her husband is vast, as is her own lust. Intercourse lasting a full day is not uncommon in these situations.



Inari of vast power are often worshipped as gods. The men who serve the foxlike monsters live in their shrines with them. Sweet moans can be heard from the shrines at all times.

ZIPANGU

THERE IS AN ISLAND NATION IN THE eastern part of this world with a unique culture most unlike those of other lands. Along with the sea and small surrounding islands, it is referred to in our language as Zipangu, and in the language of Zipangu as the land of the sun or the land of fire. Though I possess but a smattering of information gleaned from monsters of that region, I must nonetheless devote some space to this mysterious land where human-monster relations differ so drastically from our own.

1. Zipangu, Land of the Sun

In contrast to the continent on which we live, Zipangu is a miniscule island realm. Its inhabitants wear unusual loose garments called kimono. Few wear underclothes—at most, its denizens wrap some cloth about themselves and little else. Their warriors fight not with the thick, heavy swords we use to vanquish an enemy but instead employ slim, sharp blades called katana that slice with ease.

Our differences also go beyond the superficial. Even their diet and lifestyle are completely dissimilar to our own. What struck me most in the stories I gathered was that our henotheistic faith does not exist in Zipangu. The people there believe that gods reside in all things; at times, they even worship monsters as gods. Free of the animosity with which we have been inculcated from an early age by the teachings of the Order, the human inhabitants of Zipangu have lived alongside monsters as neighbors since ancient times, together as fellow citizens of Zipangu.

2. The Beautiful Yokai

In Zipangu, a number of uniquely evolved monsters endemic to the region can be found.

The people call these monsters “yokai.” They are both feared and worshipped as apparitions of horrendous power. Others live among humans unminded and unheeded. The monsters of Zipangu, like ours, all take the form of lewd and beautiful women who beguile men’s hearts and incite their passions—and like ours, they copulate with human men to fill their hungry stomachs with essence and conceive and bear children who are also uniformly female monsters. However, perhaps because they have long lived by the side of humans, they do not necessarily copulate by violent force. Many of the monsters of Zipangu have evolved to serve humans, so that they are loved by men instead of feared.

Being monsters, they still belong to the Overlord. That said, however, they are not affiliated with the Overlord’s Army. Powerful monsters in Zipangu have instead formed their own forces, and while they do not serve the Overlord directly, they recognize that it is by her grace that monsters have become what they are, closer to the side of humans than ever before, and for this they feel great gladness. Thus, no monster of Zipangu bears hostility for the Overlord.

3. A Utopia of Humans and Monsters

When an enemy arises against Zipangu, all of its residents, both human and monster, come together to fight the foe. It is said that once a nation from our own continent invaded Zipangu, hoping to make it theirs, only to be met by an army of humans and monsters that drove out the invaders. The decisive blow was struck by monster warriors known as “kunoichi,” or “ninja,” who operated under contract with Zipangu’s human authorities. The kunoichi used their awesome powers of stealth to slip into the bedrooms of the enemy command

and their coital arts to bring the invading high command and other senior officials under the monstrous spell of their bodies. This brought the war to a close, and now the state which once opposed monsters is a pro-monster one that shares friendly relations with Zipangu.

It should be clear that Zipangu is representative of an ideal country of humans and monsters, built on their mutual cooperation and conjunction. On our continent, it is monsters who approach humans, but in Zipangu the approach can come from either side.



ANGEL

FAMILY: Succubus • **TYPE:** Angel



Habitat: The divine realm

Nature: Devoted

Diet: The essence of human men

THE ANGEL IS A DIVINE SERVANT revered by the Order of the Omnipotent (p. 212), with beautiful white wings. Angels are said to reside in the divine realm, descending only on rare occasions to the land of humans as a messenger, or to accompany ecclesiastic expeditions meant to put down monsters. Loyal to the word of heaven, they hold to chastity and abhor the lust of humans and the nature of monsters. Thus, though she is merciful and loves not strife, she is wont to deliver the judgment of god upon sinners.

Angels are not monsters by nature, but those who have been corrupted by succubus mana are considered monsters. Due to the divine protection with which they are born, angels resist full transformation to succubi and usually remain free of the typical horns and tails. However, it is said that succubi do thoroughly corrupt their minds so that the existence of the god they serve and her teachings fade bit by bit from their consciousness, after which they come to affirm the lust of humans

and the nature of monsters. Driven by their succubus instincts to seek human men, they descend frequently to the land of humans in search of lovers.

An uncorrupted angel's duty is to award happiness to those humans who have done good deeds. An angel who has taken in succubus mana, however, equates sexual bliss with happiness. Thus, she assails favorable men with the joys of intercourse. She treats the human she targets with great devotion, but when it comes to sexual intercourse, she is just as pushy and coercive as other monsters. Once she has acquired a human man and despoiled him, her mind's transformation into that of a succubus accelerates precipitously. The traces of her god and her god's moral code are washed away by the dominant thoughts of her beloved man. As one bidden to make people happy, she marvels with joy and wonder at her newfound knowledge of the happiness her body can bring a man. She surrenders her chastity to her lover, as if forgetful of the godly word that spoke of lust as sin and purity as virtue, and makes him as happy as she can with the salacious thrusting of a true succubus.

Angels tend to overlook their own libido and take it as a matter of faith that copulation is purely a means to gratify the man. However, when an angel recognizes at last that she wishes to please herself, that she longs for her lover's body to satiate her own desires, she at last turns fully into a succubus—in other words, a dark angel (p. 208).



Once an angel has fallen in love with a human man, she can no longer see copulation as unclean. She smiles in rapture as her pure white body is made yet milkier in hue.



DARK ANGEL

FAMILY: Succubus • **TYPE:** Angel



Habitat: Pandemonium

Nature: Lustful

Diet: The essence of human men

DARK ANGELS ARE ANGELS (P. 206) who have acquired a taste for passion and turned completely into succubi. Their snow-white wings are corrupted by succubus mana, which dyes it an incredible jet-black. Depraved in the extreme, she shows no trace of her former angelic nature; her fundamental drive is to copulate, to exchange pleasure with men and drown in it with them. They embrace lewd human desires, delight in receiving them, and respond with keen ardor, always aiming to take men's sex deeper and deeper within themselves.

When a dark angel meets an angel or human who is scornful of sexuality, she cleverly seduces the naysayer with words and then pleasure in order to bring the immaculate one down to her level. Interestingly, though she is a monster, she is not a subordinate of the Overlord. Instead, she pays obeisance to another entity known as the Fallen One.

When a dark angel finds a human man



Entirely fallen into corruption, the dark angel smiles as her entire body is slicked by her lover's semen, that physical actualization of his desire. As far as she is concerned, her body exists for him, and him only, to defile.

she likes, she leads him astray with sex. She is quite sensitive to the desires of her lover during copulation; she will act sadistically or masochistically, depending on his preferences. Despite all this, no matter how many times they fornicate, no matter how perfectly she pleasures him, his desire can never be slaked. Instead, his desire for her grows deeper and more frantic, soon permeating his mind so that he can think of nothing but his need to penetrate her, to unleash the full force of his desire upon her. Once the angel has snared her lover in such a way, there is no fate for him but to fall forever with her. This state is exactly what the dark angel wants; it is her greatest joy.

Meanwhile, the dark angel's mind is filled with their twining desires: "I want to hold him and take him. I want to give him what he wants and watch him collapse in pleasure. I want him to fuck me like a beast. I want to get on him and look upon his face as I drink up his essence and his pathetic, wrenching emotions. I want to suck his sex and lick it and engulf it inside of me. I want my throat, my vagina, my face, my breasts, my black wings, every surface and crevice of me, to be drenched pure white by his semen." Such are the unspoken passions that roil through her. Such are the passions she pants into life.

The dark angels live in a place called Pandemonium; this is where they take the men they capture and corrupt completely. The space and time of Pandemonium are warped by the power of the Fallen One, so that neither hunger nor age ever befall its inhabitants. The dark angel and her man copulate for eternity in this suspended time, their lives dominated ever after by an unending glut of pleasure.



DARK PRIEST

FAMILY: Succubus • **TYPE:** Fiend



Habitat: Human settlements
and Pandemonium

Nature: Lustful, devoted

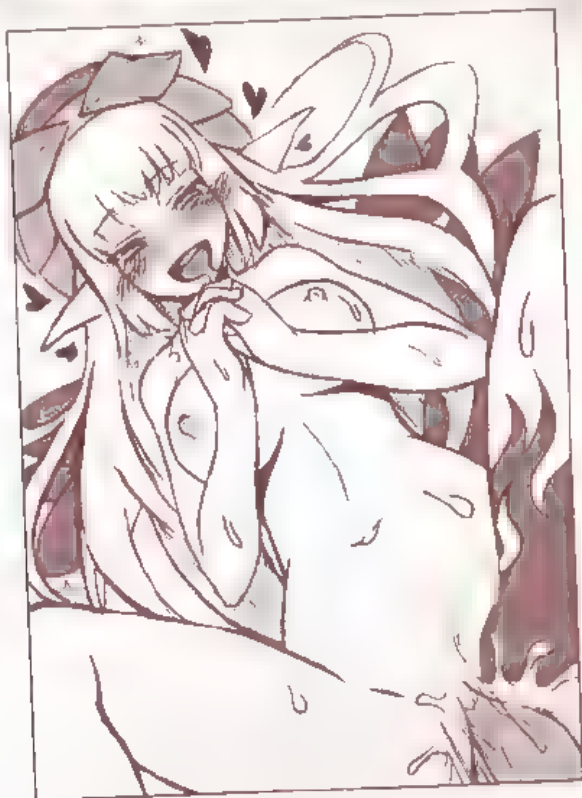
Diet: The essence of human men

THE DARK PRIEST IS A TYPE OF SUCCUBUS that fervently believes in the Fallen One. Dark priests originate as human women who are assaulted and monstrously corrupted by another dark priest or a dark angel (p. 208). Though they wear the garb of a holy cleric, they are sex fiends of extreme lust who faithfully carry out the teachings of the Fallen One, which command that she mate to satisfy her desire.

The job of a dark priest is to spread the word of the Fallen One and bring humans deep into depravity. In order to carry out her mission, she infiltrates human settlements in human form. There, she targets those who abstain from the flesh so as to teach their bodies the pleasure and wisdom they have denied themselves. She delights in showing a man how to take control of his sexual urges and exults in receiving its fruits with her body, which is a lewd thing, shaped perfectly to inflame his lust. Her every word is sensual, her every gesture salacious; they foster intense desire that

stirs and swells within him. When the dark angel finds an attractive man, she will most likely carry out the devoted service of a cleric to grant him pleasure, offering her body as a vessel that exists only to receive his pleasure. Through this union, she engorges his desire, so that it becomes stronger and more obscene every time they join—until he falls to the same base depth as her.

As mentioned earlier, a human woman assaulted and corrupted by a dark priest is transformed into a dark priest herself, with the teachings of the Fallen One already embedded deep in her mind and body. It takes no time at all for her to begin following these teachings with the utmost devotion, seeking a lover in accordance with her sexual needs. As also aforementioned, the dark priest's mission is to spread the word of the Fallen One. However, because she herself is fallen, when she finds a man she likes, she abandons her calling for her desire and retreats into Pandemonium with her man. There, she is likely to forget her mission entirely as she attempts to slake her unending desire in the still time of Pandemonium, falling ever deeper into the pleasure of depravity.



A dark priest prays to the Fallen One by copulating with a man, demonstrating just how grossly she can fall, displaying the immense craving she has awoken in her lover.

THE GODS, THEIR KIN, AND THE WORLD

WHILE MONSTERS NO LONGER purposely slaughter humans, conflict between humans and monsterkind yet remains. The teachings of the Order, which venerates the Chief Deity as the creator of our world, hold that monsters are evil. As most of the humans in our world are followers of the Order, immersed in its dogma from infancy, there is a tendency to hold hostile attitudes toward monsters. This treatise is intended to introduce the gods and their kin, starting with humans.

1. Humans

As readers no doubt know, humans represent the most common form of intelligent life in this world. The physical and magical abilities of an ordinary human without training are far inferior to those of a monster and hold no weight against the attack of a monster, who can easily subdue, ravish, and carry a human away. However, with proper training, humans have the ability to dramatically improve on these shortcomings. Those who have undergone intense instruction, passed the trials of numerous battles, or been blessed with the protection of the divine are known as heroes. Heroes are believed to possess power far exceeding that of the typical monster.

I-1. THE ORDER AND ANTI-MONSTER STATES

The Order is a religious organization that worships the Chief Deity, or the Omnipotent, who is believed to be the creator of this world. The Order is not monotheistic but henotheistic: it holds that all other gods are subordinate to the Chief Deity and thus that worship of another god represents a denomination of Omnipotentism. This has spurred most of humanity to accept Omnipotentism; many states have adopted it as their official faith.

Nearly the entire human world is under the sway of this massive organization, and most humans hold values which conform to those of the Order.

Omnipotentism purports to reflect the correct way of living as a human. Its virtues teach that one must remain upright, avoid excessive pleasure or passion, and live with integrity. The day of a believer begins with a prayer to the Chief Deity and continues similarly, conformant to the Chief Deity's teachings, by way of a clean and peaceful life. Omnipotentism says to love one's neighbor, implying that one should treat other humans who believe in the Chief Deity with kindness. However, Omnipotentism does not consider monsters neighbors. Since the time of the old Overlord, monsters have been seen as the enemy of humankind, existing to turn us from grace and lead us to destruction. (It must be mentioned here that there is a valid point: if monsters are the only offspring born of human men and monsters, humanity is doomed to slowly but eventually perish.)

For this reason, Omnipotentism is hostile to monsters. The Holy Knighthood of the Order sallies forth to slay them at every sighting and may, at some point, even build armies to invade the monster realm. Many expect that the Order will soon call for a hero to slay the Overlord. After all, protected by the Chief Deity as they are and boasting martial abilities far exceeding those of an ordinary human, heroes can plow through monsters like dust. However, because the hero and the holy knights are morally upstanding, when they come face-to-face with the ladylike forms of monsters, they find they cannot bring themselves to descend upon them with their swords. In such moments of hesitation, the monsters take advantage of them. After all, no matter how strong a will a hero or knight

has, they are, in the end, men—exactly what monsters' bodies are exclusively specialized in pleasing. Not even a hero can resist such temptation. Once such a man has his first taste of monstrous copulation, he will be overcome by the deep love she holds for him. He becomes her prisoner and chooses a darker, sex-wrought path over the bright, straight road he once followed in the Order.

Nations dominated by the teachings of the Order that adopt policies antagonistic to monsters are referred to as anti-monster states. These nations tend to be among the more wealthy and enjoy a prosperous civil culture based on the creed of the Chief Deity.

1-2. PRO-MONSTER STATES

In contrast to anti-monster states, pro-monster states are nations that accept monsters and adopt policies that aim for coexistence between humanity and monsterkind. Such states are led by those who come in contact with monsters as they truly are and develop doubts regarding the teachings of the Chief Deity, which say that monsters are a symbol of evil. Given the global dominance of the Order of the Omnipotent, such states are currently in the minority among humanity. In pro-monster states, the cult of the Chief Deity tends to be weak; instead, these states may have a state religion defined by the worship of a different god—or may have no religion at all. In these states, it is not uncommon to see monsters openly walking the streets, forms unconcealed. Human-monster couples can be seen strolling hand in hand, as if it were the most natural thing in the world. The policies of these states usually promote relaxed lives more in step with those of monsters; thus, people work a moderate, reasonable amount and take far more rest and holiday time than citizens of anti-monster states so that they have more quality time at home to copulate with their monster wives.

The safety of pro-monster states is much

better than one would expect. Though adventurers and rogues (who often come into contact with monsters) tend to gravitate there, they are not known to cause trouble, perhaps because of the support of the monsters at their sides.

Most pro-monster states work closely with the monster realm (p. 230) to build nations in which humans and monsters live together harmoniously. If a pro-monster state allied with the monster realm is invaded by an anti-monster state, the knights of the Overlord's Army come to their aid. Some pro-monster states are already populated by a profusion of monsters, which fills their lands with mana and reforms them into the shape of the monster realm. The monsters respond with sensitivity to the coming of monsterdom, growing hot with anticipation—in their hearts and elsewhere. Humans perceive the change, as well. Men might note a rise in their stamina and potency, but do not realize that these are signs of becoming incubi. They may also carelessly observe that their health has been good and that their wives have become unusually attractive and sexy but place no further value on these changes. By the time the humans recognize the change, the country is typically already a part of the monster realm, all its men incubi, all its women succubi.

2. The Divine Family

The divine family includes all the gods under the Chief Deity, who is said to have created the world. They rule over humans and the world from the divine realm, passing their word on to humans through the Order. On occasion, they reveal their commands directly to humans through an oracle. The divine realm is governed by hierarchy which divides the divine family into the gods, above, and the angels, below. There are also classes of gods, while angels, too, have a finely stratified hierarchy among themselves. However, even the

common angel (p. 206), who sits at the bottom of that angelic hierarchy, possesses abilities far exceeding those of the ordinary human or monster. The power of the greater angels and the gods, then, is unimaginably vast.

2-1. THE CHIEF DEITY, AS TOLD BY THE ORDER

The Chief Deity is the omniscient and omnipotent creator, who humbles the many gods and gave birth to humans. She watches over humans kindly and occasionally reaches down to guide them on to the correct path. In modernity, she works to protect humans from the wicked Overlord, who came from the darkness and contrives to destroy the humans who are the children of the Chief Deity. To this end, the Chief Deity guards humans and grants them heroic power. At times, she will dispatch the lesser divinities to the Order and bless its knights and heroes with great strength so that, together, they can combat the monstrous threat.

2-2. THE TRUTH

The above is the account as set forth by the Order. However, my research into the truth of the world suggests certain inaccuracies. I ask for your indulgence, for it is time that I reveal this world's secrets.

First, the statement that the Chief Deity is the creator of the world and humankind is, indeed, true. However, the world the Chief Deity created included the monsters and the Overlord. The statement that the Overlord came from the darkness is the gods' and the Order's great lie.

Monsters can be seen as the top of a hierarchy which includes humans. The Chief Deity created them in order to regulate humanity's population. Thus, the Overlord, whom the Order condemns as evil, is a control mechanism placed upon the monsters by the gods.

In ancient times (and modernity), the Overlord linked together all of the monster mana and controlled the corresponding

monsters indirectly as per the Chief Deity's commands. When civilization flourished and the human population ran rampant, monsters were guided to wreak violence upon it, as in the age of the old Overlord, butchering humanity en masse to control their numbers.

When humans dwindled and monsters rose unduly, a hero was chosen from among the humans and invested with great power. The hero went forth and slew the Overlord, whereupon the monsters slaughtered each other in competition for the throne, conveniently eroding their numbers until a new Overlord ascended. Over time, humans once more saw the height of prosperity and multiplied in abundance, catalyzing the birth of a new Overlord, who would perform the role of controlling them. The cycle continued. Such was the system of our world—until a certain succubus became Overlord and disturbed its smooth operation.

The new Overlord has exploited the mana link between her and all other monsters, re-writing the fundamental traits with which god created them—those that dictated that monsters exist above humans and live by devouring their flesh. The Chief Deity, in great distress, attempted to extinguish the Overlord. But the Hero granted the power to slay the Overlord according to the conventional system betrayed the Chief Deity for the Overlord. Thus, the Overlord was not slain.

The Overlord, the most powerful of monsters, joined hands with the Hero, the greatest of humans, to create a new world together. Their natures (the Overlord a succubus, the Hero an incubus made by her hand) enabled them to expand their power limitlessly with endless copulation. Even the Chief Deity was unable to bury them, as their power quickly ascended to divine levels. In the battle against them, the Chief Deity sustained grave injury which left her unable to act as she normally would. This is why she employs the Order to do her bidding among humans as she grants heroic power to them in numbers and sends

them with armed forces, one after the other, into the bosom of the Overlord.

This is the truth of this world. It is so mythic in scale that I, myself, can scarcely fathom it. It is likely that if word of my authorship of this book ever reaches the Order, I shall be executed summarily.

The question of whether to believe my ravings I leave to you, reader, who hold this book in your hands.

I have heard directly the opinion of the Overlord in regard to the world she would bring, and I shall summarize my findings (p. 232). Should anyone doubt the veracity of my tale, they may go to the monster realm and verify it with the Overlord and the Hero, who are still in good health. Provided, of course, that one is not caught by monsters somewhere along the way.

2-3. OTHER GODS

Let us set such shocking matters aside and return to the matter at hand. There are many gods other than the Chief Deity. The Chief Deity endeavors to restore the system that was warped by the Overlord, but not all gods are in accord with her plan. The Fallen One, for example, has become a monster herself, still in possession of her divine power but corrupted by the monstrous pleasure which has engulfed her. Poseidon, god of the sea (p. 130), has gone to the side of the Overlord for the sake of the sea's inhabitants whom she so loves, who also went with her. Such examples make it clear that the gods are far from a united force. Now the Overlord has multiple gods at her back, making it more futile than ever for the Chief Deity to attempt to touch her.



DRAGON

FAMILY: Dragon • **TYPE:** Reptilian



Habitat: Caves and mountains

Nature: Strong-willed, proud; under certain conditions, honest and lustful

Diet: Carnivorous (favors wild animals)

THE DRAGON IS A MONSTER OF THE highest order, known for her resilient body and sharp intelligence. Dragons are forces to be feared, with sharp claws that can rend steel and fire that blasts from their mouths, reducing all to char and ash. Known for their awesome might as rulers of the land, they adopt a proud and dictatorial attitude toward humans and monsters alike. Though dragons take the form of a woman granted to them by the power of the Overlord, their in-born power is so vast that they have not been corrupted completely by the Overlord's mana, but rather, retain the ability to temporarily re-assume the hulking reptilian form for which they were known in the previous era. They are most fond of precious stones, jewels, and rare magical artifacts, and their lairs are said to be filled with the treasures they have collected.

While dragons are highly intelligent, their actions and feelings are dominated by instinct to such an extent that they cannot deny their basest desires. As the rulers of land, they scorn

humans as beneath their notice; however, due to the mana of the Overlord, they instinctively perceive human men as males of their race. For this reason, despite their outward attitude, it is said dragons loathe and abhor the thought of hurting humans: while they have the power to take the life of a human with ease, they hesitate to do so, and often find themselves rather enamored of the men they capture.

When a dragon sees a man she likes, she cannot overcome her monstrous impulse; she carries the man off to her lair and copulates with him as her whims dictates. The man is thenceforth treated as her most precious treasure. He will never be released but will be cared for lovingly with ever-unbridled affection and ever-pleasurable lovemaking.

A dragon will submit if she recognizes a human man as stronger than she herself is. Her instincts will drive her to submit to him, lie with him, and conceive his child. Such a dragon may no longer appear to be a ruler of land, but rather a horny lizard besotted with her husband and desperate to mate.

Because of dragons' pride, it is not uncommon for a dragon to live most of her life without human contact; she routs the men who come to slay her and ends her life without the experience of intercourse. When such a dragon dies, monster mana gathers upon her lifeless corpse, and the remorse of her failure to copulate with a man and bear a child joins with it and raises her as a dragon zombie. The risen dragon's reason and pride are rotted away in place of her body, which the monster mana has protected from decay, and she becomes a horny lizard indeed, hungering only for a man's sex and seed.



The instinct to bear a strong child leads a dragon to open her legs in invitation to the human whose child she wants within her.

ELEMENTALS

ELEMENTALS ARE CONCENTRATED embodiments of the elements of the natural world, such as water, fire, wind, and earth. They vary in nature based on the purity of their elements and the admixture of monster mana, and are classified accordingly. This treatise describes in detail these noble beings who transcend the human and the monstrous.

1. Pure Elementals

THE ELEMENTS' NOBLE SPIRITS

Pure elementals are concentrated embodiments of the elements of the natural world, such as the four great elements: water, fire, wind, and earth. Pure elementals are not, by nature, monsters; they can, however, become monsters if they are corrupted by monster mana. The resulting being is called a monstrous elemental. Pure elementals are the very stuff that nature is made of. The land in which they live is rich and blessed in their element. Without the element of water, the world would be parched, and without the element of earth, the land would be barren.

With the weight of their power, elementals surpass both humans and monsters who live in the world. In some regions, there are even elemental faiths that revere them as gods. Their appearance is mercurial and volatile, some a flickering sheet of flame, others an aqueous mass in a vaguely human guise. Elementals have considerable intelligence and wisdom, are capable of holding conversation, and are endowed with emotion much like that of humans. However, they lack bodies, and so are unable to touch or manipulate matter. Thus, an elemental may exercise its power in the manner of its nature—cleansing water or enriching earth to promote the growth of vegetable life—but it is not able to use its power freely for other purposes such as magical attacks upon people by the power of its element. To achieve this, it lends its power to a human by contract. The elemental stays by the side of the human, or “contractor,” to grant him her power. Known as “elementalists,” such humans use this power to perform elemental magic

which far surpasses ordinary magic in strength. The disadvantage is that, as elementals rely on the power of the surrounding land, an environment lacking a particular element will be correspondingly impoverished. Thus, fire will be difficult to harness in snow country or wetland, just as wind will be in enclosed dungeons, and water in polluted environs. Earth-ravaged wastelands will be similarly unresponsive.

Elementals make contracts only with those they truly trust. It is said that elementalists and elementals joined by firm bonds have together staved off great calamities and fierce pre-modern monster incursions numerous times. However, because elementals have emotions, they often have a strong interest in, and admiration for, the love and intercourse which is exchanged among corporeal life forms. Because they are joined with their contractors by deep trust and firm bonds, they often develop tender feelings for them and come to lament their inability to unite with them physically, for lack of body.

2. Monstrous Elementals

WITHIN WHOM LURKS MANA

Monstrous elementals are former pure elementals who have been corrupted into monsters by monster mana. Pure elementals are powerful, but link easily with monster mana. An elemental who visits the monster realm or is doused in the mana of a monster has no trouble transforming into a monstrous elemental. The elemental, once volatile in aspect, takes on the monstrous shape of a beautiful woman. It falls from the status of a transcendent spirit to that of a monstrous animal, but gains the body and sex it could never have had as a pure elemental, now able to touch and manipulate matter.

As a monster, the interest and admiration an elemental had for love and intercourse blooms fully, and she follows her monstrous instincts to seek the body of a human man. If the elemental had a contract with a human, she takes that human with the full force of her past longing and anguish and experiences what is doubtless a great sense of fulfillment when they at last unite.

Like a pure elemental, a monstrous elemental can exercise her power by means of a contract with an elemental. However, she seals this contract by copulating. For her power to be exercised, she must first transfer it to the human via sex; this form of magic is superior in force to that of a pure elemental. Moreover, a monstrous elemental can use a man's essence as a substitute for the power of the land, so if the two have a deep and true love that has been plentifully consummated, their power will remain consistent even in unfavorable surroundings.

Though monstrous elementals are monsters, elemental worshippers often welcome them as greater elementals because they have a physical form, are closer to humans in appearance, and are generally much more powerful. Likewise, it seems that the elementals whom they serve do not move to expel them, but rather welcome and even revere them.

In cases when the contractor is a woman, the monstrous elemental will turn her into a monster to teach her the ecstasy and freedom she herself has tasted. Through union, the elemental turns the contractor into a succubus. The newborn succubus elemental then uses her elemental power to assault a human man; thereafter, all intercourse will take place as a threesome between the elemental, the succubus elemental, and their human lover.

When a monstrous elemental copulates with her contractor, she accumulates essence; through this, her power as an elemental and the power the contractor can exercise grow in force. However, the essence also concentrates and strengthens the monster mana within her body, so her mind and body become more monstrous, more lustful and obscene, while her intercourse with the contractor becomes correspondingly more fervent. A monstrous elemental completely dominated by monster mana is thought to transform into an even more powerful monster known as a dark elemental.

3. Dark Elementals

SHAPING THE MONSTER REALM

Dark elementals are former monstrous elementals who have acquired a large quantity of

essence from their contractors over an extended period of time. The vast accumulation of monster mana within them turns them into powerful monsters. They are quite similar to monstrous elementals in appearance, but certain parts of their bodies are darkened by the monster mana, and their expressions become lascivious and beautiful. Like pure elementals, they enrich nature. However, the nature they enrich is not the nature of the human world but the nature of the monster realm (p. 230). They think of nothing but intercourse with their beloved contractors, who have long since become incubi (p. 15), and thus are of the same vulgar mindset.

Just as elementals, who represent nature itself, are corrupted by monstrosity, so too is nature corrupted by monstrosity. Thus, when a dark elemental appears, the once-pure elements of water, fire, wind and soil will be filled with monstrous power and bent to the form of the monster realm. Because dark elementals copulate with contractors and accumulate essence constantly, some scholars postulate that the monster realm will become correspondingly richer as they build their power. Monsters will thus be able to copulate with increasingly violent satisfaction.

4. Demi-Elementals

MONSTERS BY NATURE

Demi-elementals are impure elementals that have been monsterized. Of the monsters in this book, the yuki-onna and the dryad fall into this category. They resemble elementals in corporeal structure but are monsters from birth and so seek human men as their desires dictate, regardless of contracts. There is no system in which a demi-elemental will lend her power by contract.

As astute readers will have by now inferred, most humans other than scholars and worshippers of elementals refer to all types simply as elementals and lack detailed knowledge of them. There are tales of ignorant lords of anti-monster states who contracted elementals and their dark elementals to fight monsters. This, of course, resulted in the land soon being filled with the monstrous, echoing moans of the monster realm.



UNDINE

FAMILY: Spirit • **TYPE:** Elemental

Habitat: Lakes and springs

Nature: Peaceful, devoted

Diet: The essence of human men



THE UNDINE IS A WATER ELEMENTAL, an aggregate of the element of water, corrupted by monster mana into a monstrous elemental. (For more on elementals, see p. 218.) Undines have beautiful bodies as clear and lucent as the waters that compose them and a peaceful spirit of pure compassion. Undines typically live near water sources such as lakes and springs and rarely attack humans. They do, however, constantly desire their contractors, who love the undines as much as the undines love them. While undines do not attack their lovers, as such, they may invite men they like into rather urgent contracts with them by means of copulation.

Water elementals admire the romances humans are known to share. The monster mana within them turns this admiration into powerful desire, which leads them to reenact what monsters see as love: passionate coitus. They stay by the side of their contractors always, cherishing them as lovers and granting them the power of water through sex, and pleasure

through devoted service. The undine's body, made of water, gently wraps the man's phallus and allows him to drift in a peaceful pleasure he could never taste with another monster. Embraced in her body, he feels as though her kind and devoted heart is warming him. The undine rejoices quietly to have the essence of her beloved contractor drifting through her body.

Over time, as the undine collects more of her lover's essence, the undine transforms into a dark elemental (p. 219), dominated by monster mana. The undine's once-pure heart clouds like muddied water with pleasure and becomes increasingly lewd and lustful. Her intercourse with the contractor, too, becomes as tumultuous as a turbid stream, so violent that it threatens to swallow up both the man's reason and his seed.

The monstrous corruption of a water elemental is mirrored by the water of the natural world: her bottle, which once held pristine, holy water, now overflows with the filth of monster mana, tainting the waters of the natural world as it has befouled her heart. A human man who drinks water contaminated by monster mana will eventually become an incubus. A woman who drinks it will become a succubus, while a monster who imbibes the tainted water will become more powerful and sexually active. Eventually, the monstrous water infiltrates all the surrounding land, little by little claiming it as part of the monster realm.

Undines are weak against verbal abuse from their contractors. If an undine hears even a bit of castigation, she will fear the contractor's disapproval; thereafter, her copulation will turn so fierce that her former, peaceful ways become nigh unimaginable. She will soothe the contractor's ire with generous, rousing attention so that he will once more come to love her, his body and soul hers alone.



This undine has become a dark elemental. She loves nothing more than when her contractor stains her limpid form with his pearly white fluid.



IGNIS

FAMILY: Spirit • **TYPE:** Elemental

Habitat: Volcanic regions, deserts, etc.

Nature: Aggressive, passionate

Diet: The essence of human men



THE IGNIS IS A FIRE ELEMENTAL, AN aggregation of fire that has been corrupted by monster mana into a monstrous elemental. (For more on elementals, see p. 218.) Ignis are as wild as raging flame, but dry and easy in temperament. Many ignis are found in warmer lands such as volcanic regions and deserts, where they smolder in anticipation as they prowl in search of human men.

The flames that encircle the body of an ignis are harmless unless it is her will to attack. In fact, they do not even feel hot. However, if an ignis envelops her lover in fire, a sense of fever will fill his head, causing him to burn for her body. It will not be long before they have sex.

When an ignis spots a man she likes, she embraces him with her flaming arms and fills him with lust for her. Meanwhile, the ignis's own smoldering need blazes, and a contract is made through an inferno of searing intercourse. Though it is usually the roughness of the ignis's words and conduct that stands out, she always blazes with love for her contractor;

hot passion glints inside her as she grants the power of fire to her contractor. Her love and, in turn, her desire burn for him hot and unending as a star. The man, deep within her flaring body, is ensconced in the fire, which inflames all that it touches. When he spews forth his essence, it is but fuel poured upon the flame of her lust, and their carnal conflagration spreads and towers with furious intensity.

Due to the consumption of her contractor's essence, the ignis will eventually transform into a dark elemental (p. 219), dominated by monster mana. The ignis's passionate blaze is fed continuously by monster mana, while her heart is filled unremittingly with her intolerable love for her elementalist. Her body burns at the mere sight of him. In time, these flames become too hot and fierce to deny, turning her into a savage monster that follows the infernal longings of her heart. Once she, a fire elemental, is corrupted by monstrosity, the fire of the natural world transforms into a monstrous flame: even a cheerful torch or welcoming hearth becomes a hellish blaze that heats and parches humans and monsters. Monsters maddened by this flame will attack humans without hesitation. Those lit by monstrous fire transform into incubi and succubi once they have been engaged by the frenzied monsters. Eventually, the entire land is overtaken by the fervid consummation of monstrous lust, and from the ashes of the human land a new, monstrous land rises up.



This ignis has become a dark elemental. The black flames that scorch her body catch with a ferocious heat on the fuel of her man's semen.



SYLPH

FAMILY: Spirit • **TYPE:** Elemental



Habitat: High in the mountains, in the sky, and wherever the wind blows

Nature: Simple, selfish, and capricious

Diet: The essence of human men

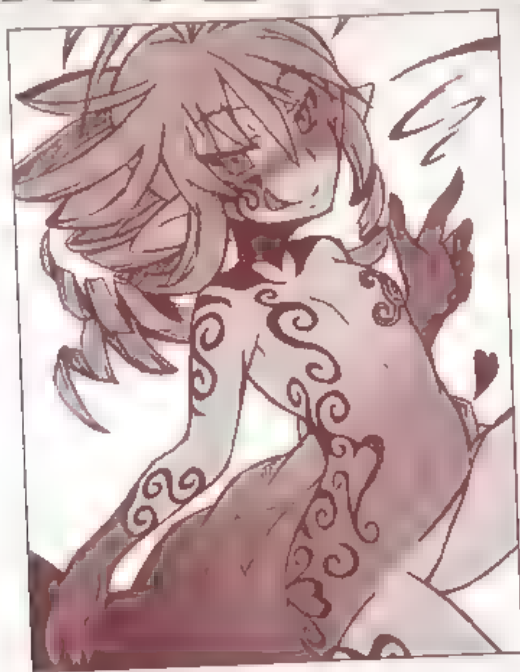
THE SYLPH IS A WIND ELEMENTAL, born of an aggregation of wind and monster mana, the confluence of which turns her into a monstrous elemental. (For more on elementals, see p. 218.) Sylphs are as capricious and freewheeling as the breeze. Typically, they hide themselves as they fly about the open sky in search of human men. They wrap themselves in invisibility as they soar, making them difficult to spot, but they are known to set foot on land and show themselves if they see something they want.

Sylphs are fascinated with the entanglements of men and women. Given the volume of information they collect about monstrous love and intercourse through windborne rumors, their heads are always full of carnal matters. In order to satisfy her sexual curiosity, when a sylph sees a man she likes, she pleads with him incessantly for sex and a contract. After the contract is secured, the sylph will most often fly about her contractor to grab and fawn over him, kissing him at odd intervals, befuddling him with the wild whimsy which is her nature. The pleasure of union and the resulting essence, the sweetness of which she first tastes with the contractor, exceed her wildest fancies. She is left enraptured by their coupling and will

thereafter beset him frequently and unpredictably for sex, again and again. Every intimate moment they spend together swells her curiosity. She looks upon the intercourse of other monsters and returns promptly to test what she has learned with her contractor. No matter the method, means, or scenario, she copulates with the contractor to grant him the power of wind. Her body hides whirling gales even when she seems at peace, and when her vagina takes in the contractor's member, fickle squalls of stimulation blow this way and that, storming the contractor with a different kind of pleasure every time she draws his sperm into herself.

When a sylph-entranced contractor continues to give her his essence, the sylph will gradually transform into a dark elemental (p. 219) dominated by monster mana. Her hidden wind bursts through her head, blowing away any thought that does not concern her love and passion for the contractor or her inexhaustible curiosity about sex. Her passion for the elemental is a storm that even she cannot predict; she clings to it greedily, letting it carry her where it will. The only demand she makes is for copulation with her contractor. Even the wind at her beck and call becomes a toy with which she fans his lust, by indecently ruffling other women's—or her own—clothing, or blowing her mana-imbedded breath upon his neck and ears. She will do whatever she can to seduce and ravish her man.

Once the sylph's wind merges with monster mana, the wind of the natural world transforms into a black breath muddled with mana. Even her wind, which once puffed out human sails and carried flower seeds, now blows masses of monster mana upon humans and monsters. This magical wind blows away all things that interfere with the free liaison of those in its thrall, such as reason and restraint, and leaves a profound sense of freedom in its wake. Humans lose their antipathy toward copulation with monsters, and monsters become looser than ever. In this way, the wind of the sylph brings the monster realm to the land of humans.



This sylph has become a dark elemental. Driven by her tempestuous sexual appetite, she fornicates with her contractor like a whirlwind.



GNOME

FAMILY: Spirit • **TYPE:** Elemental



Habitat: Caves, mines, etc.

Nature: Peaceful, gentle

Diet: The essence of human men

THE GNOME IS AN EARTH ELEMENTAL, a creature formed from the merging of monster mana with the earth element. (For more on elementals, see p. 218.) Quiet and relaxed, gnomes live in caves and mines with fertile soil.

When a gnome finds a human man she likes, she presses her plentiful body against him like a symbol of the earth, seducing him to root further into her body and form a contract by way of intercourse. Usually she is quiet and draws her contractor near without a word. At other times, she whispers feverish words of love as she pulls him in, in the hope that their bodies can be one. If the contractor does not express dissent, she takes him gently to the ground, straddles him, and rides him until they are both moaning. She prefers to take her time copulating and, much like a pocket of soil passing her nutrients into the plant burrowed in her, she transfers her earthen powers to the contractor. Meanwhile, the contractor pours his seed into her. The body of the gnome, which represents the earth, holds his sex carefully but snugly, as if his member has grown for no other reason than to burrow

into her. Slowly, firmly, she squeezes it. The power of the earth flows into the contractor with a gravid bliss, suffusing him with the vitality of craving, so that he becomes bound to join with her forevermore. She welcomes him as he penetrates her deeper and deeper with slow, heavy thrusts.

After a time, the contractor's essence will transform the gnome into a mana-dominated dark elemental (p. 219). Her body and soul decompose like earth sloughing away into mud, so that she claws ravenously at the contractor's body and seeks unbroken carnal union with him. Once the copulation begins, she will never willingly release him; she will pull him in indefinitely, as the earth does the roots of a tree. To make her beloved tree yet mightier, she pours both her mana and the power of the earth into him, transforming the contractor into a powerful and lustful incubus who is nothing without her.

When the gnome, an earth elemental, is polluted by monster mana, the earth of the natural world is correspondingly warped. The mana-rich black soil, where green plants, and nourishing fruits and vegetables once grew, now turns its harvest into the weird and dire flora of the monster realm. Flora such as the tentacle plant, which feeds on monster mana, can be found, as well as the prisoner fruit, which monsters eat to enhance their beauty and lewdness. This soil also helps plant monsters such as alraunes (p. 36) and mandragoras (p. 38) develop their power and obscenity. These monstrous fruits and vegetables are in fact quite nutritious and delicious, even for humans. Because they also contain generous amounts of monster mana and aphrodisiacal compounds, however, humans that partake of them are infested by monster mana, which gradually transforms them into monsters or incubi. In time, the land is bound to become full of such rich vegetation and invitingly prurient monsters and thus fall completely into the grip of the monster realm.



This gnome has become a dark elemental. With a prisoner fruit decorating her head, she seduces her contractor with a body ripe for the picking.



DARK MATTER

FAMILY: Spirit • **TYPE:** Elemental



Habitat: The monster realm

Nature: Lustful, simple

Diet: The essence of human men

THE DARK MATTER, ALSO KNOWN AS the black sun, lives in areas of the monster realm that have elevated concentrations of mana, even for this realm where it is plentiful. Dark matters are extremely rare, creatures that form from the combination of concentrated monster mana and the desire of monsters and incubi. The portion that looks like a woman stems from monstrous mana and the desire of women; the black sphere she rides is a combination of monstrous mana and the desire of men.

Dark matters are governed by their female form. As an incarnation of monster mana and desire, there is nothing in her head but her wish to copulate with men. To fulfill this desire, she rides her black sphere throughout the monster realm in search of human men. As she travels, the sphere carries out its male desire by continuously twining its tentacles about the woman that rides it, violating her all the while. The woman enacts her female desire by devouring the pleasure the black sphere gives her. When the dark matter finds a human man, she engulfs him in and out with her black sphere. His whole body is infiltrated by an extreme concentration of monster mana; he becomes a powerful incubus in the blink of an eye. As the man fuses with the sphere, their desires become one, and he is overcome by thirst for her body. He takes the place of the black sphere and fulfills his lust by coupling with the feminine half of the dark matter. She collects his essence and produces a great deal of monster mana, which she disgorges

into the air. The mana causes the monsters in the area to become active and seek the man out for intercourse. Thus, the dark matter is a black sun that irradiates the monster realm.

Sometimes—rarely—a dark matter attacks a woman. In these cases, the woman is assimilated not into the dark matter's black sphere, but into the monster's feminine half. As the tentacles of the black sphere sow unrelenting pleasure into every corner of her body, the woman's head is saturated with ecstasy; she fuses with the dark matter, who likewise knows nothing but pleasure. Its thoughts are consolidated with the human woman's, so that the woman's affections, such as those aimed at a particular man, shape the dark matter's lust, strengthening and deepening it. Though dark matters usually remain within the monster realm, the woman's former love may drive her to leave to copulate with the man her former self longed for so hopelessly. Thus the dark matter departs, in search of her man's essence, all the while violated by her mount, the black sphere swelling her desire to unimaginable proportions.

On rare occasions, dark matters will emerge outside the monster realm, in mana-congested lands that are in the process of being monsterized. This is a portent of a region's impending transition to the monster realm. As soon as a dark matter reappears with her man in her grasp, she will spill masses of mana about the land to claim it inarguably as part of it.

Scholars have long debated their proper classification, but the prevailing theory is that dark matters are dark elementals, pure embodiments of elemental monstrosity. (For elementals, see p. 218.) Others argue that they must be demi-elementals, given that they are originally monsters. However, their commonalities with dark elementals are numerous and include these familiar behaviors: contracts formed via intercourse, victims pumped full of magical power, the perversion of the environment, and the enrichment of monstrosity. With so many resonant traits, it is hard to discount the dark matter's own elemental nature.



This woman is in the process of becoming a dark matter, merging body and soul via pleasure.

THE MONSTER REALM

THE MONSTER REALM IS THE WORLD OF the monsters, where the Overlord's castle can be found. Daytime is always dim there, thanks to the thick layer of succubus mana that floats through the air. The moon that peeps through the mana at night illuminates the realm with an eerie crimson. The succubus mana in the air gleams as if bewitched under the light of this moon, so that the night of the monster realm is brighter than the day. The mana transforms human men and women who tarry there into incubi and succubi, respectively. The mana is said to make monsters more active so that they sexually assault human men more aggressively. To humans, the land looks ominous, a ghastly gauntlet that heats the body and corrodes the mind with lust, but to its inhabitants, the uncanny spectacle appears beautiful, and every aspect of the realm facilitates a life of utmost comfort.

1. The Natural Environment

The trees that grow in this crimson-drenched land have trunks of the darkest black and leaves that shine blue with mana. Shrubs of brilliant mana-purple wrap forebodingly around these trees, reflecting the light of the moon in glittering red. Amongst the dark vegetation, fluorescent flowers bloom, making the darkness yet more unnerving. Springs and streams are infused with succubus mana that makes their water thick and pinkish. It slakes well the thirst of the monster inhabitants and empowers their magic.

The trees that bear prisoner fruit grow at the edge of this water. Prisoner fruit is one of the proudest products of the monster realm. About the size of an apple, it is like a heart-shaped jewel beneath its juicy, translucent pink skin, and full of soft, milky-white flesh. A poke from a finger releases a sweet scent

and a sticky line of juice. The fruit melts in the mouth and shapes the body of monsters who eat it to make them more seductive and more inclined to take men prisoner. Many monsters like to eat it as a dessert. If a human man eats it, its bounteous mana brings out his appeal, as well as the scent of essence that monsters so love, encouraging them to seek him out to fulfill their sexual urges. If a human woman eats it, she falls under the thrall of its flavor; with each piece she consumes, her appearance becomes more and more monstrously attractive, subtly changing her movement and speech, making her more alluring to men. As she continues to eat, her interest in copulation grows. Gradually, her nature approaches that of a monster, appealing to men, though she is yet a human. Still, driven by the fruit, she soon seeks out a man and copulates with him. The essence she attains from him brings the mana her body has collected from the fruit into full bloom, and transforms her into a fetching succubus.

2. The Overlord's Castle

The Overlord lives in a castle in the deepest reaches of the monster realm. The center of monsterdom is wicked in countenance, decked in ominous grandeur and covered in gargoyles. Within, the Overlord's Army stands guard, composed of legions of powerful monsters and incubi who were once heroes before being corrupted. It is an invincible fortress that has withstood the onslaughts of the soldiers and heroes of the Order time and time again.

The discipline of the Overlord's Army is quite lax. At all times, excepting emergencies, most of the monsters, including the Overlord, are in their chambers, leading a fine and highly sensual life with their husbands. Passionate moans are likely to be heard from most every door of the castle.

3. The Succubi's Castle Town

Numerous monsters live in the town around the Overlord's Castle. This town was built by the succubi who serve the Overlord, so that monsters can bring human men there and enjoy its conveniences and atmosphere, which are reminiscent of a pleasure quarter. The residential district is built to help monsters and human men live together comfortably, while the commercial district features shops that sell all manner of magical equipment and potions to make sex more ribald, as well as unusual clothes and accessories that monsters use to gratify men. The diversity of products on display is truly astounding, and the marketplace teems with monsters who have traveled from beyond the monster realm to make purchases and merchants who have come to refresh their stock. There is also a bewildering array of lavish lodgings that cater to a variety of sexual tastes, each with its own unique ambiance. Even couples who live in the monster realm are said to take advantage of them quite regularly. With all this in mind, it is easy to see that the castle town is a paradise built by monsters for monsters.

4. The Forest of Tentacles

The Forest of Tentacles, located at the edge of the monster realm, pullulates with sinister, vine-like tentacle plants. When they find a woman of any race, the plants extract her mana by binding her, playing with her, and violating any and all of her orifices. Because the tentacles know that monster mana is improved in quality and taste by the essence of men, they will also capture her husband if he is with her. In cases such as this, the plant's tentacles wrap his lover up and deluge her with a viscous fluid that contains a powerful monster aphrodisiac. The tentacles coil about her thighs, pull her legs wide open, and orient her toward the man, as if inviting him to

penetrate her. The plants on the outskirts of the forest are relatively gentle, as if they are there to enliven the sex lives of monsters and their husbands, so many couples visit the forest to enjoy carnal tentacle pleasure. However, if a human woman lacking the wherewithal to tolerate such treatment should wander into the forest, she will be thoroughly debased by the plants until she comes out a succubus or roper, with nothing in her head but pleasure. The deeper one goes into the forest, the more vicious the tentacles become. Even monsters hesitate to venture into its greatest depths.

5. The Encroachment

The monster realm is comprised of land characterized by the highly concentrated succubus mana that transforms it. As monsters increase in number and the Overlord rises in power, the realm is steadily expanding and swallowing up neighboring human countries. As these countries' women transfigure into monsters and the cities become cities of monsters, the monster realm advances yet further. Even human lands far from the monster realm are bound to one day belong to it—either when the monsters invade, or when governments hospitable to monsters allow monsters and their mana to propagate. Dark elementals (p. 219) also promote the encroachment. In recent years, it has become increasingly common for small outposts of the monster realm to appear in the midst of human lands. From here, the monster realm will also spread ineluctably.

THE OVERLORD'S DREAMS

LONG AGO, GOD CREATED HUMANS AND monsters to kill each other. That was their destiny in a system built so that they would spill each other's blood in an endless cycle of slaughter (p. 212). The leader of the monsters, the current Overlord, cut this endless loop by twisting the god-made forms of the monsters and thus reformed the world. Before I introduce the final monster, I would like to explain where the monsters intend to take the world.

The Utopia of the Overlord's Dreams

The final objective of the Overlord is to turn all human men into incubi and all human women into monsters. In this unified race, males will be humans and females will be monsters. The Overlord used her power to overwrite the dictates of god, linking together all monster mana and sending her own mana through this link so that monsterkind would take the form she desired. Through this, monsters came to have great affection for human men and to reinvent themselves as the monster women we know today, who bear children by copulating with human men.

It should not have been possible for the Overlord, only one among the many creations of the Chief Deity, to overwrite god's word but for the confluence of a number of fortunate coincidences:

- Firstly, the Overlord was a succubus, and therefore able to store power by copulating with men;
- Secondly, the Hero, now her husband, agreed with and assisted her ambition;
- Thirdly, the monsters lent her their strength, despite the fact that until then they had incessantly fought amongst each other;

- Finally, the Chief Deity, like the Overlord, was new to the throne—a female yet lacking in experience as a god.

It is these many coincidences we have to thank for the current state.

Even so, the system of the Chief Deity is not so delicate that the Overlord could blot it out simply and without trial; otherwise, the Overlord would have done so already. A number of unforeseen issues remain. Though the goal of monsters has changed from butchering humans and devouring their flesh and blood to violating them and ravishing their essence, the premise remains that monsters attack humans, as does the premise that monsters are biologically superior to humans. According to the assumptions of the Overlord, incubi should be born as the males of an integrated race. However, copulation between humans and monsters currently only results in the birth of monsters—exclusively daughters, the mothers and superior beings of monsterkind. This stymies the creation of a united race toward which the Overlord endeavors. In fact, this tack will only lead to the gradual destruction of humanity, just as the gods and the Chief Deity claim. Apart from that, the powers of the Chief Deity and the Overlord are still evenly matched, and it is unclear how long the equilibrium will last. Should the Overlord be defeated and slain by the Chief Deity, monster girls will revert to monsters as we once knew them, with naught in their minds but death and devastation in a rather non-sexual manner. This will shatter the joy of the many monster girls now living together with human husbands and force them to rip apart the husbands they love with their own hands.

However, as the Overlord's power builds, as monsters multiply, as the monster realm

spreads, the Overlord grows stronger. If this continues, one day she will be able to rewrite the premises of monster girls completely and seal them in stone. Then it will come to be that incubi, too, are born from monsters, and human men and monster women can be born again as a new, single race with a deep and passionate need for one another.

It is said that at this very moment, the Overlord and her hero husband are engaged in furious couplings deep within her castle, working to store the mana necessary to effect this. The more they copulate with each other, an incubus and a succubus joined in spirit and in body, the more power they will give each other, and the greater their combined strength will be.

I have one last comment: the power of the Overlord, linked with the mana of all monsters, can be enhanced, even if only by a little, if you become one with a monster and give her your essence. You have the power to change fate. You can help us build a harmonious new world.

LILIM

FAMILY: Succubus • **TYPE:** Fiend



Habitat: The monster realm

Nature: Lustful

Diet: The essence of human men

THE LILIM ARE THE DAUGHTERS OF THE Overlord (p. 232), tremendous in magical power and prodigious in physical allure. They have the same pearly skin, lily hair, and scarlet eyes tinged with mana as the Overlord. In other aspects, they vary in character and demeanor, though all of the lilim are distinguished by the pure and overwhelming lust of the truest of succubi. They love all humans and monsters deeply and wish more than anything for us all to reach what they consider an ideal way of life: living together intimately, desiring each other earnestly, and fornicating furiously.

The succubic lilim possess ultimate power. A lilim needs not cast seductive magic to find a mate, for most any man will become hers with just a single look. She has no need for amorous words to stir her lover's passion, nor does she need to magically enchant or roughly violate a man to seduce him: he will offer her his body of his own accord. Even before she lies with him, he will already be hers, even if mere moments before he was a pious follower of the Chief Deity and abhorred monsters as abominations. Under her power, he will recline in bed, anxiously anticipating the monstrous pleasure she will soon grant him.

Though the lilim have the power to rule over many men, their goal is still the same as that of the rest of monsterkind and monsterkind's mother, the Overlord: to find their true human love and become one with him in the everlasting throes of perfect, fleshly matrimony.

Just like the Overlord, the lilim house the mana of all monsterkind within them. If one fornicates with a human woman, she can choose the monstrous form the woman will take when she is reborn. Because their ideal is for all women to become monsters and for the world to become one in which monsters and human men fornicate obscenely forever, it is not uncommon for them to have relations with women. Their choice of monstrous

transformation varies, sometimes designed to turn the woman into a monster that fits her personality and ideals, sometimes selected largely for amusement, to see how she will copulate after she turns. For instance, they may turn a wicked, finicky and haughty shrew into a cockatrice, a monster who often finds herself plundered; or they may turn a meek and sickly woman who rarely ever spoke to men into a fierce amazoness who takes men boldly. It all depends on the humor and mood of the lilim.

The lilim symbolize the Overlord's power. The more power the Overlord stores through intercourse with her husband, the more the number of lilim grows—and thus grows the power of the Overlord and her monsters. If the lilim continue to swell in number, the day will surely come when the world is ruled by the monsters and the incubi who copulate with them, a world without strife, filled with only love and pleasure.

Now concludes this introduction to monsterkind. The hundred monsters I describe in this volume are only a sampling of the many varieties I have encountered throughout my travels. The trek I took to reach this moment was not an easy one. Despite being attacked and faced with many perils that threatened the completion of this book, I was—miraculously!—able to escape all these crises to write this afterword.

Now, I ask you to ponder: What do you make of all this newfound knowledge? How has your perception of monsters changed? How would you propose to respond to them in the future?

Doubtless my dear readers will have a range of opinions, but let it be noted that this is not only an introduction to one hundred kinds of monsters, but a record of more than one hundred human-monster couples I have observed. It is already the case that humans and monsters are joining hands and living side by side. I hope that you will take this into account.

Having written a book such as this, I am almost certain to be targeted by the Order of the Omnipotent. If I am caught, a public execution is the best I can expect.

Well, then, where shall I run? Perhaps Zipangu, which I know only from reports? North of Zipangu is the Continent of Mist, which would be interesting to visit as well.

I am sure that there are many kinds of monsters I have never seen there, living with their husbands in conjugal bliss.

Provided that I am not captured by the Order or made the husband of a monster, I am sure we shall meet again on the pages of another book—along with more monsters.

— A Wandering Scholar of Monsters





MONSTER GIRL ENCYCLOPEDIA VOL. 1

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The definitive source guide for the entire monster girl genre! Told from the perspective of a wandering scholar of monsters, this tantalizing tome includes 100 gorgeous full-color illustrations of seductively-dangerous monster girls. Replete with fascinating lore, elaborate bios, and intricate descriptions, this book has everything you ever wanted to know about monster girls, and more. From centaurs to succubi, from mermaids to slimes, from goblins to werecats—if it's a monster girl you seek, you will find her within these pages!

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